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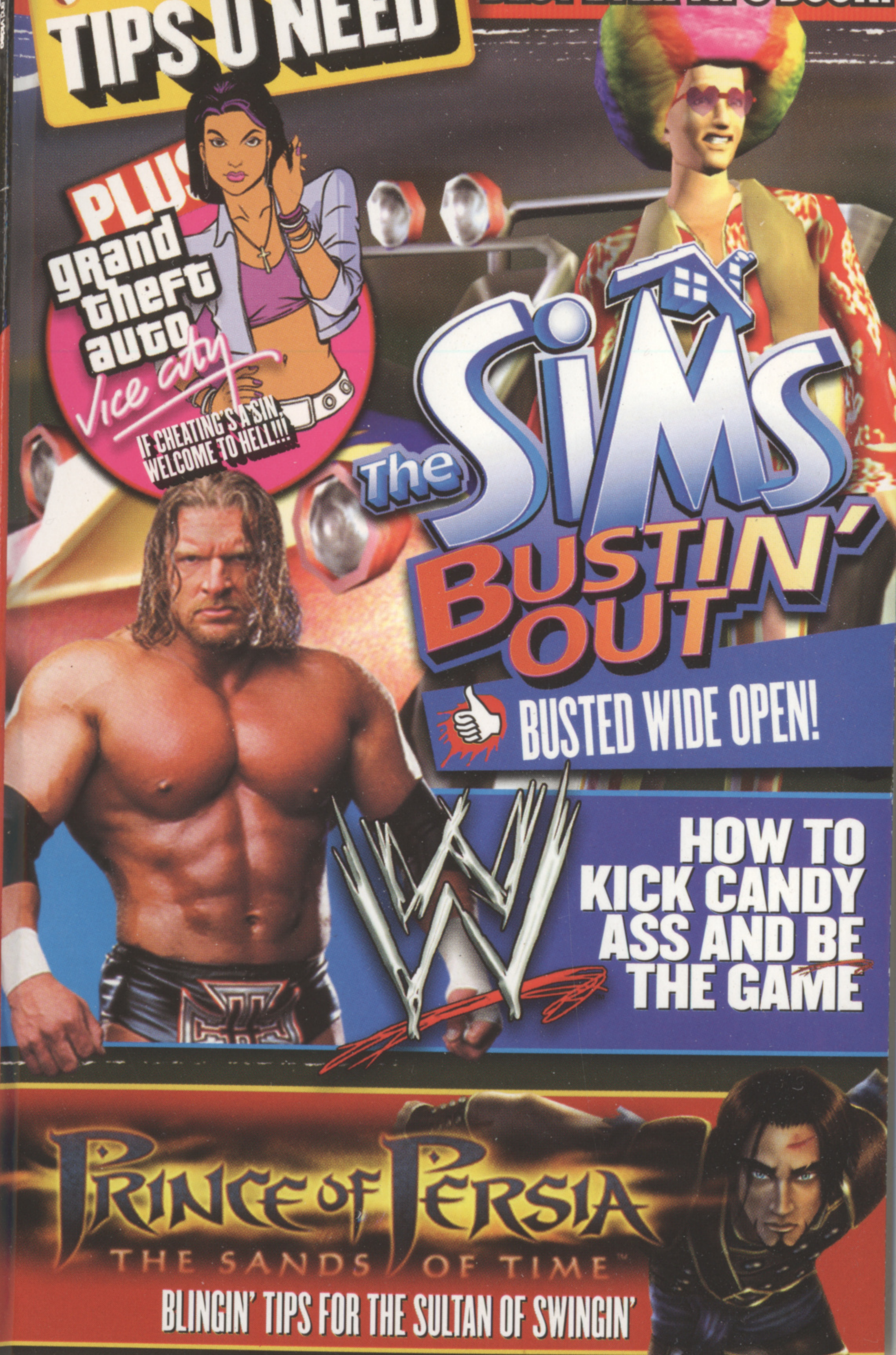

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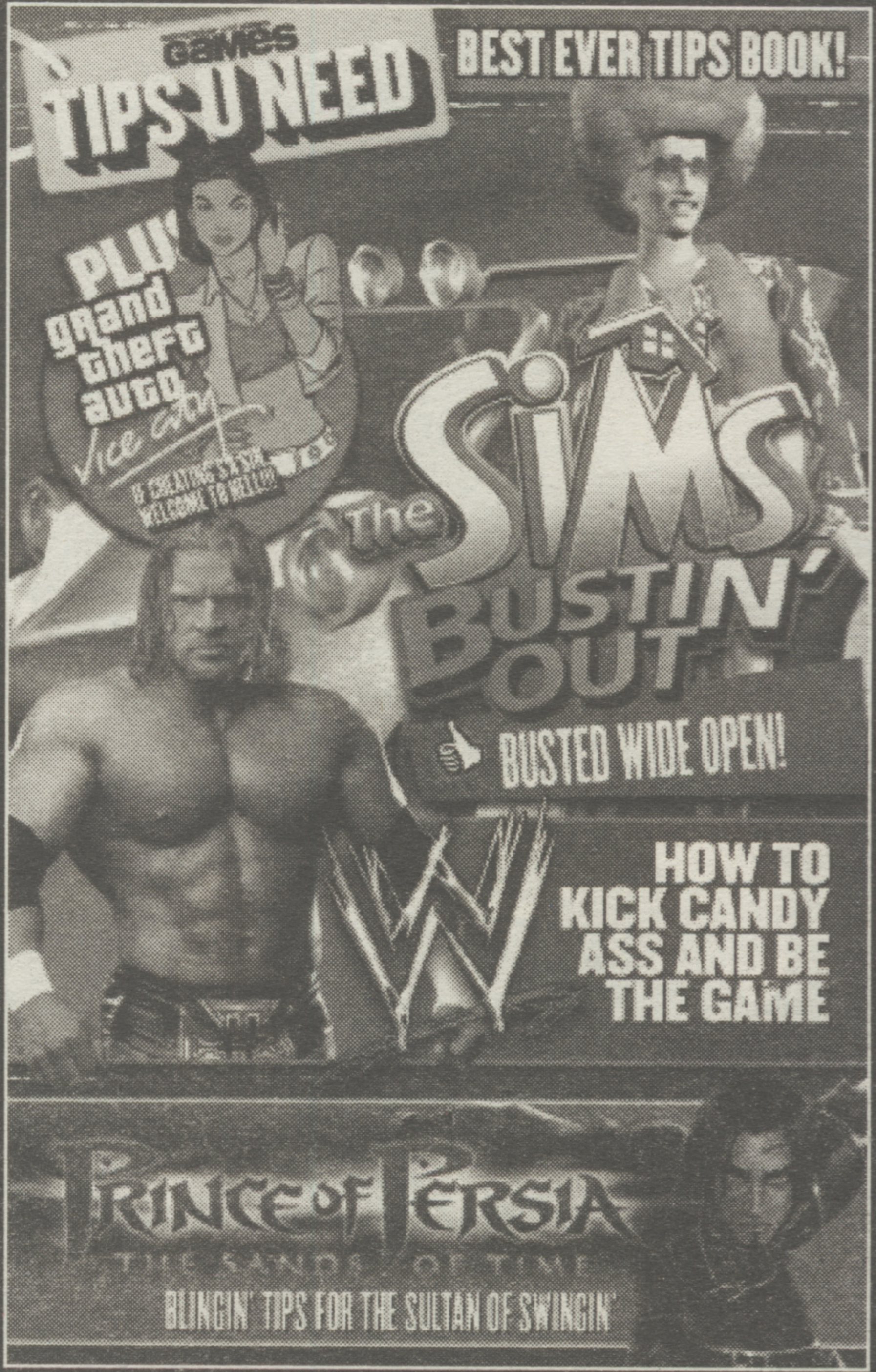
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BLINGIN' TIPS FOR THE SULTAN OF SWINGIN'

■ Words: Barny Zoeller, Ed Zitron

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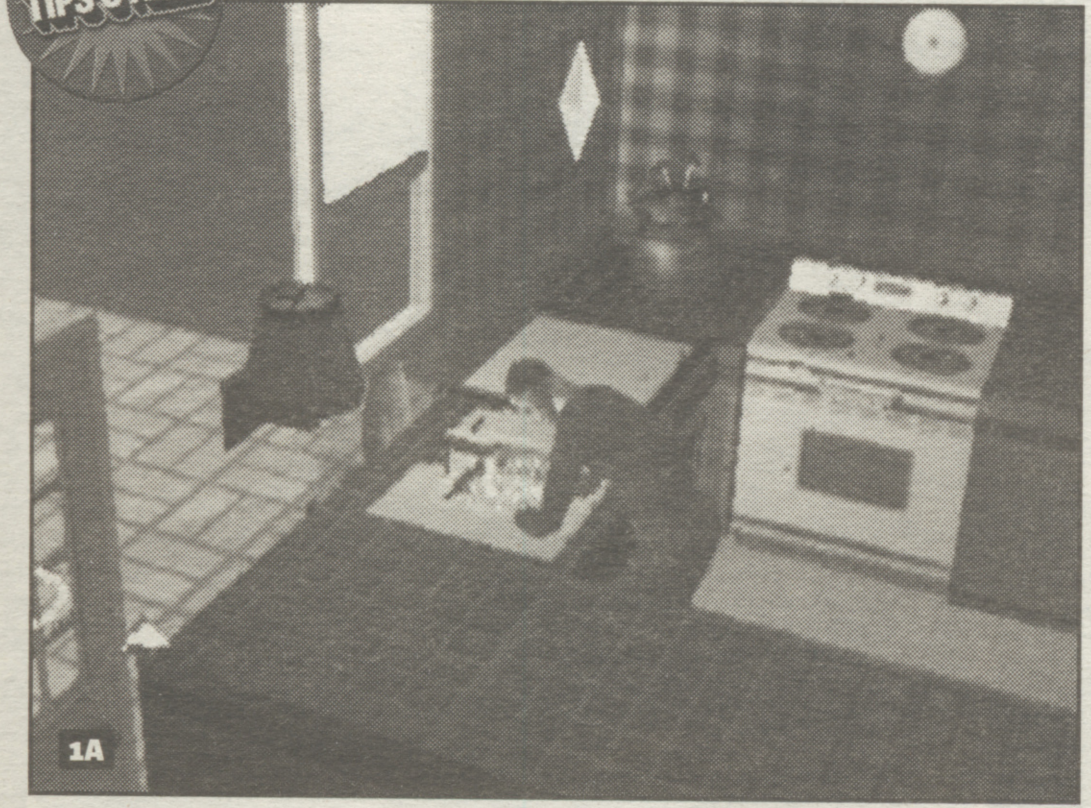
The SiMS BUSTIN' OUT

CVG's part-man, part-2CV Ed Zitron brings you the full skinny on getting started in the Free Play and Busting' Out modes...



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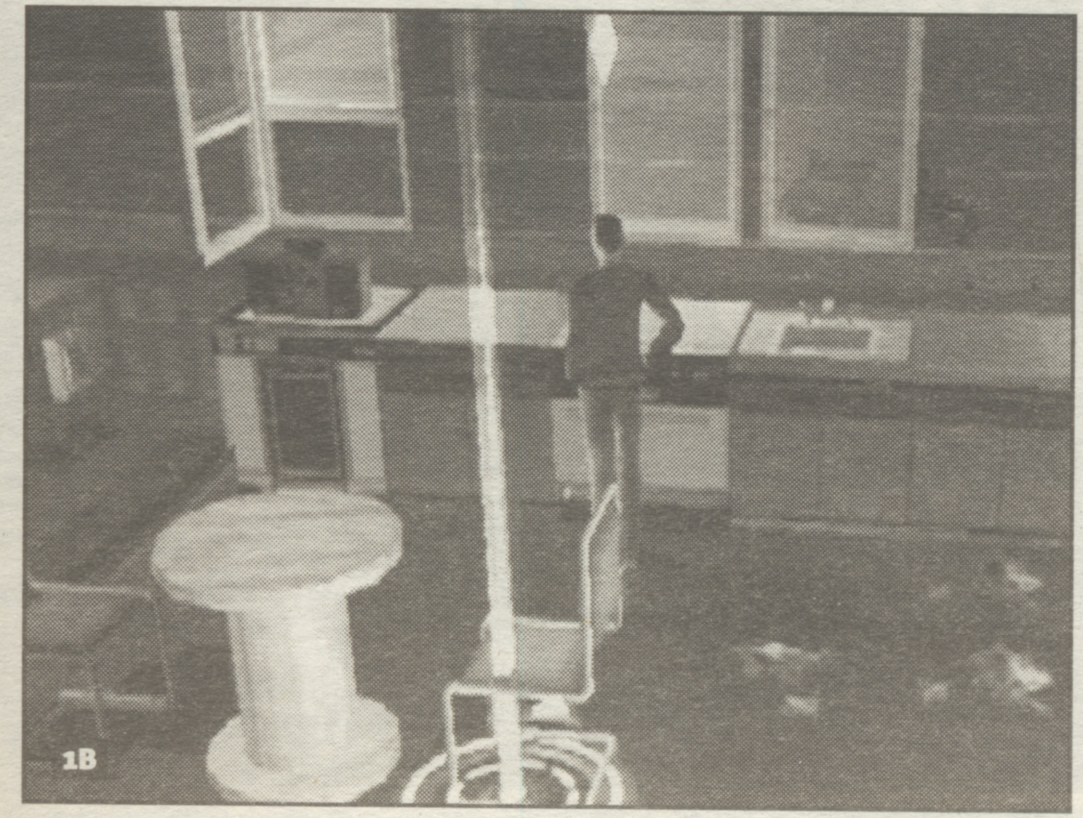


1B

2A

2B

CREATION POINTS

Allocate your points to different personality traits, like outgoing, neatness, nice, active and playful. This will decide your Sim's personality, so make sure you choose wisely when spending your points. Here are some tips to steer you right...

1: NEATNESS

PROS: It keeps your room level high, as your house is clean
CONS: It slows you down when you decide to clean up at the worst moment
HANDLING THE CONS: If your Sim has low neatness points, hire a maid. They're cheap, and handle most of the cleaning
SUGGESTED POINTS: 1

2: OUTGOING

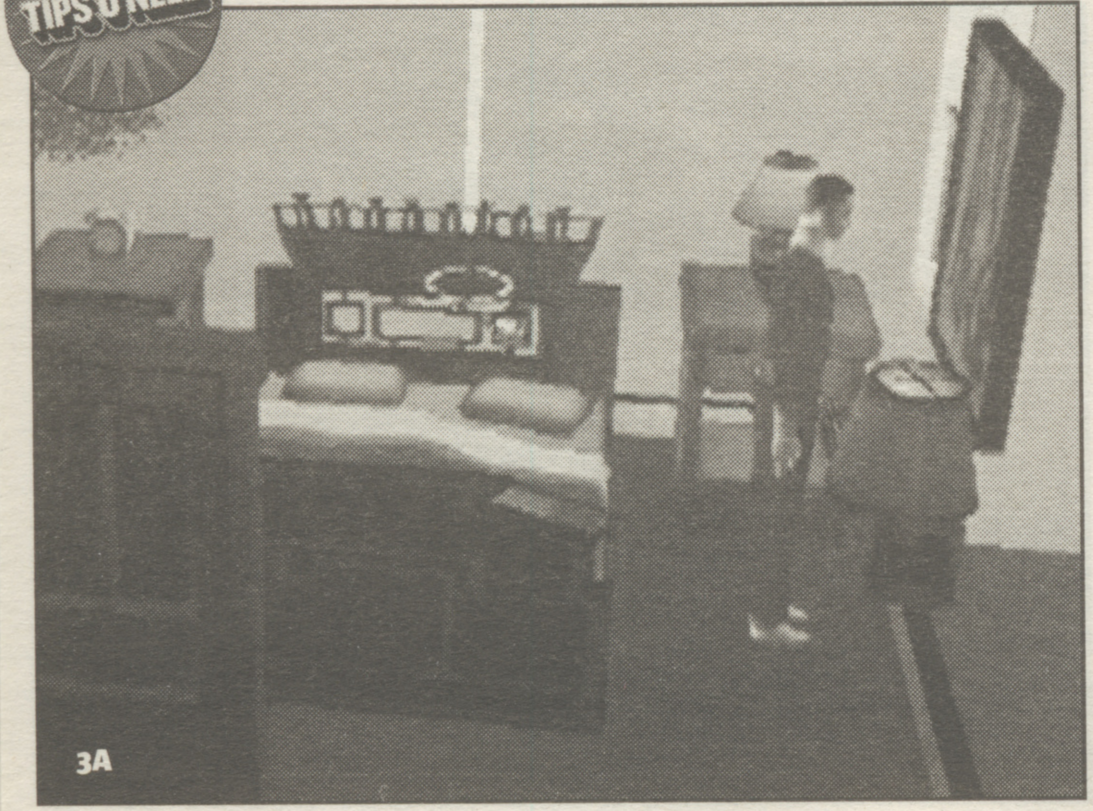
PROS: Your Sim makes friends quicker, and is the life of the party
CONS: Your Sim can party too hard, get to bed late, getting up late and missing work
HANDLING THE CONS: Keep an eye on the time when partying, and make sure you get a good night's sleep
SUGGESTED POINTS: 6

3: ACTIVE

PROS: Your Sim will need less sleep, get up quicker, and learn skills faster
CONS: Sims can develop unusual sleeping patterns, and get in bad moods before work when you wake them up late
HANDLING THE CONS: Send your Sim to bed, rather then waiting for them to go
SUGGESTED POINTS: 10

4: PLAYFUL

PROS: The higher your playful stat, the more things you can have fun with
CONS: The lower your playful stat, the less you can do to cheer up your Sim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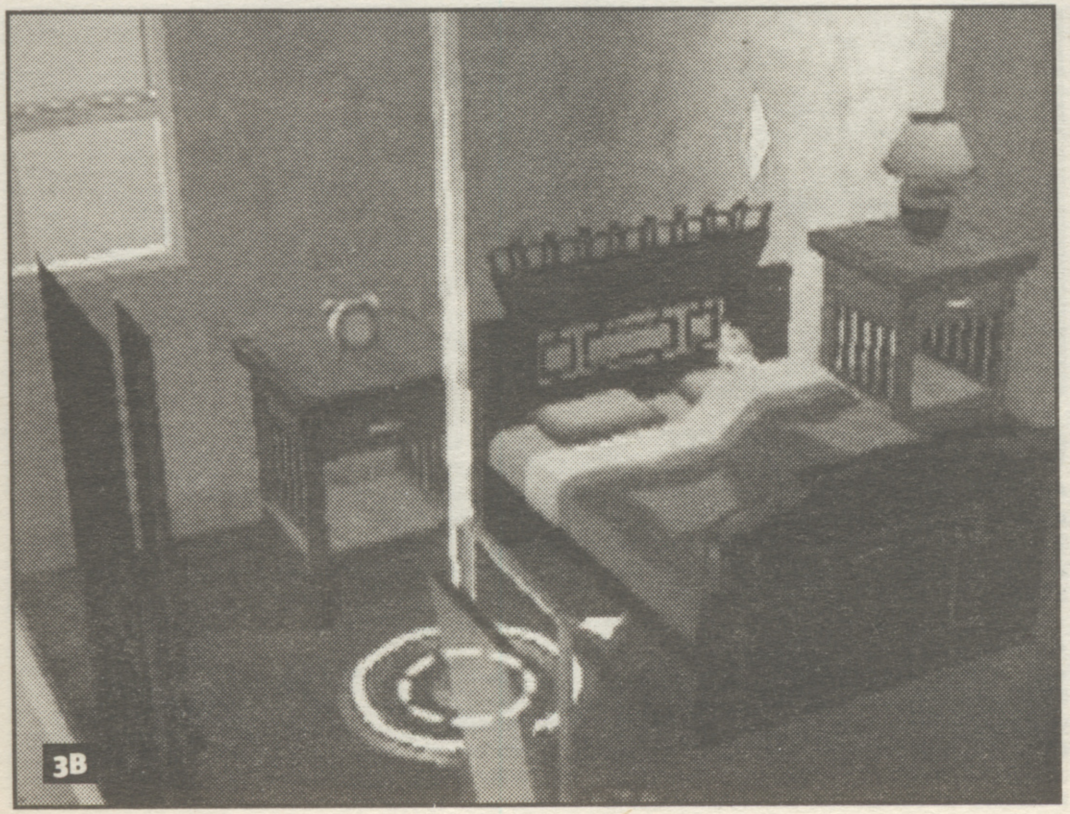
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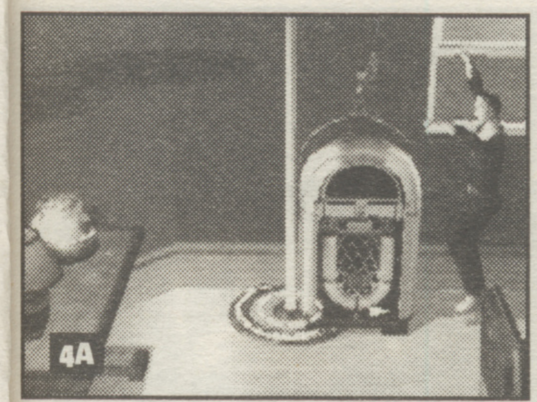
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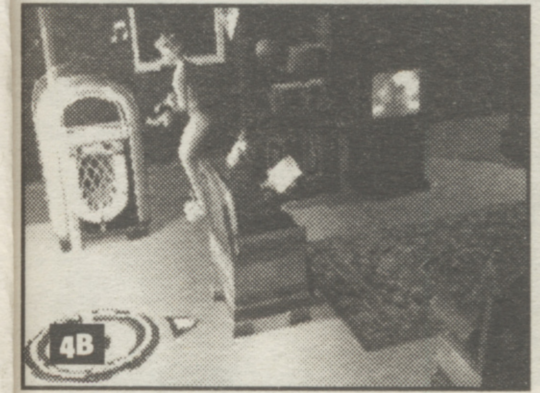
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5A

5B

HANDLING THE CONS: Buy a Meet Marco computer when you can afford it; any Sim can enjoy it
SUGGESTED POINTS: ?

5: NICE

PROS: Your Sim gets on easier with other Sims
CONS: Smaller effect past 5 points
HANDLING THE CONS: The higher levels still have a noticeable effect on socialising.
SUGGESTED POINTS: ?

CAREER POINTS

These points can help around the house, but are also used for gaining promotion in certain careers. Spend the first level getting most of these to around three or four to make promotion that bit easier to get.

6: COOKING

RAISED BY: Reading about it
USEFUL FOR: Cooking in general. It's also used in various missions, and the higher your stat is, the more nourishing meals you cook are for you/your friends

7: MECHANICAL

RAISED BY: Reading about it, or using the workbench
USEFUL FOR: Fixing broken appliances, making money via selling gnomes from the workbench, and some career paths require it, such as the mad scientist

8: CREATIVITY

RAISED BY: Painting, or sculpting.
USEFUL FOR: Some careers, such as Fashion Victim. Paintings and sculptures can also be sold, and can sell for a reasonable amount

9: BODY

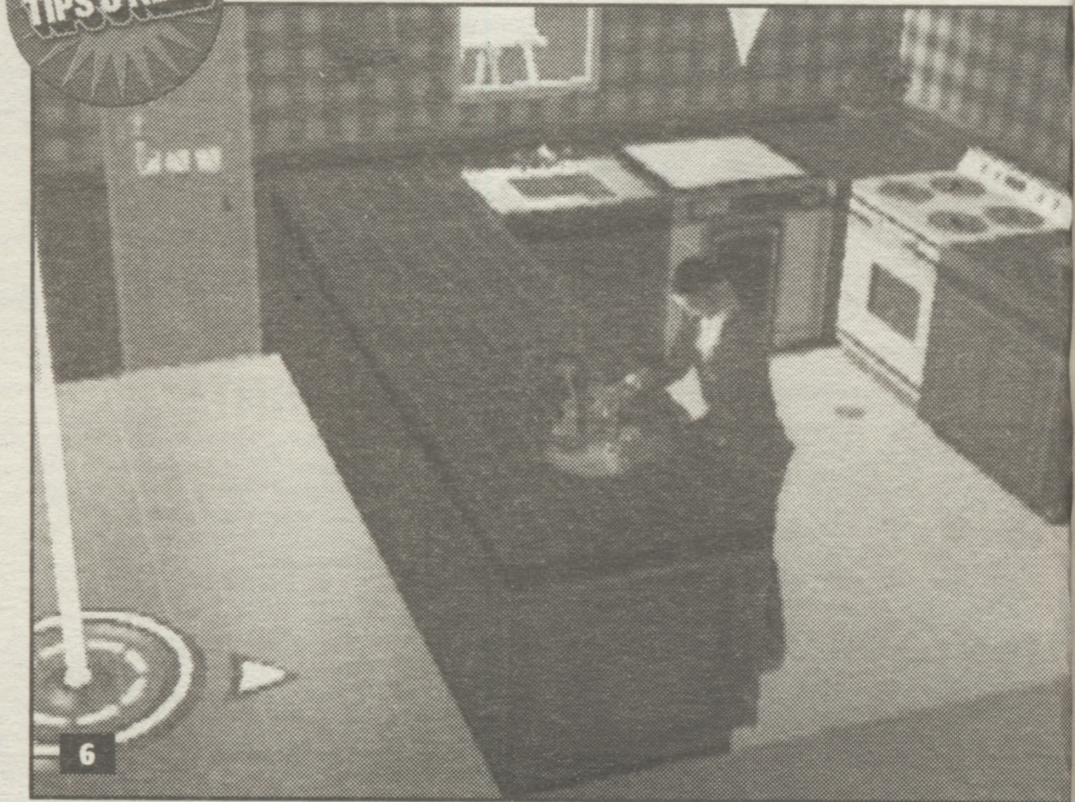
RAISED BY: Running on the treadmill, weights, swimming or by using the climbing frame
USEFUL FOR: It advances certain careers, such as Jock and Paramilitary

10: CHARISMA

RAISED BY: Speaking into the mirror.
USEFUL FOR: A few careers, such as Mad Scientist, and Movie Star. Anything that involves talking to yourself, basically

11: LOGIC

RAISED BY: Playing chess, and looking through the telescope
USEFUL FOR: Going up the career ladder as a Mad Scientist and the Paramilitary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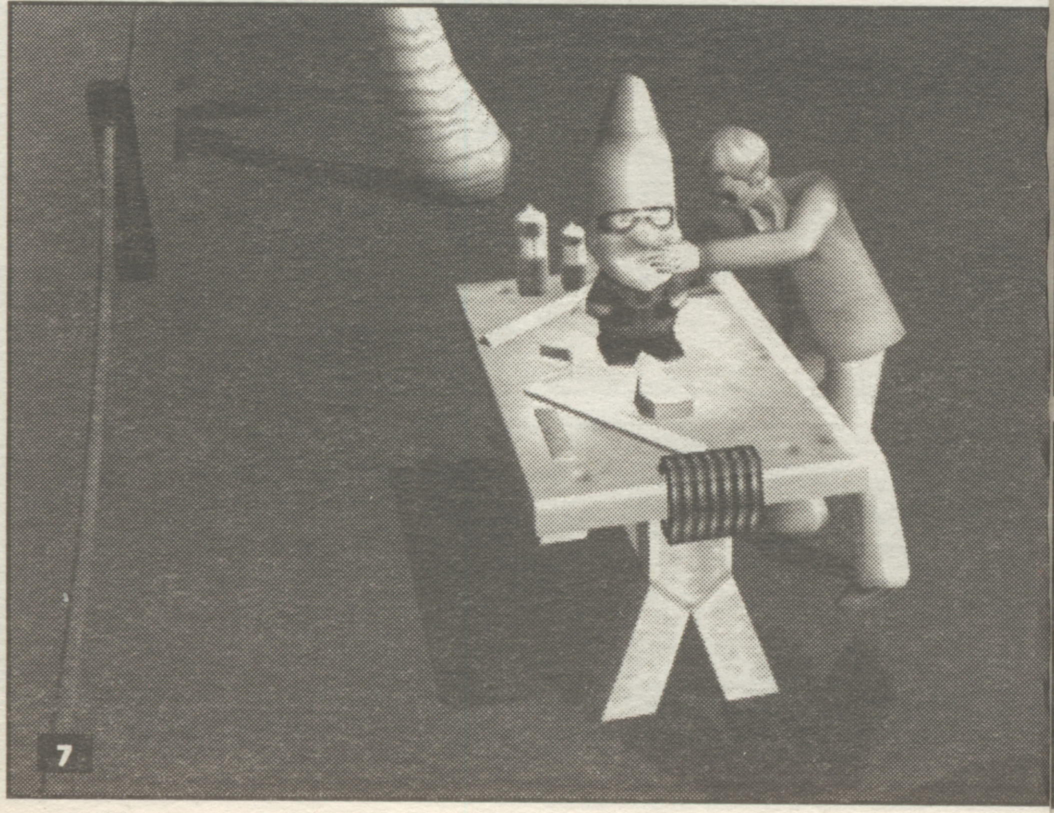
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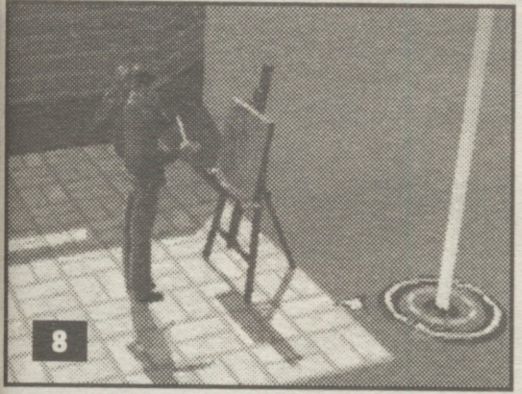
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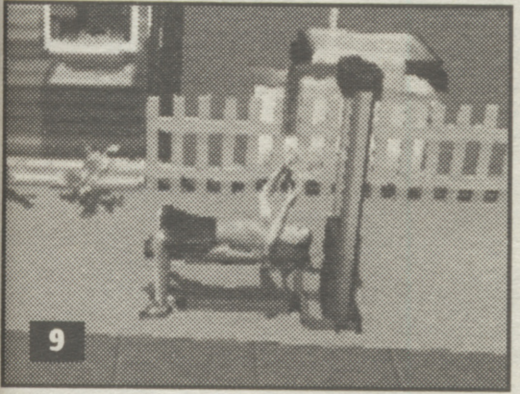
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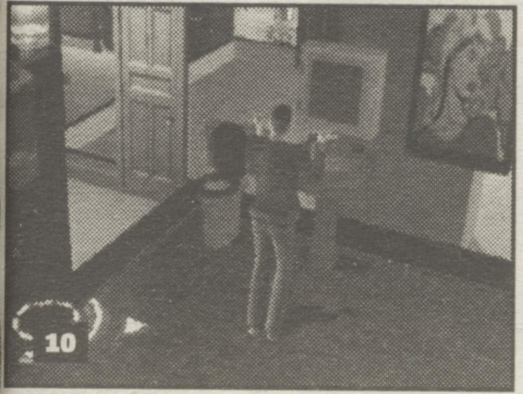
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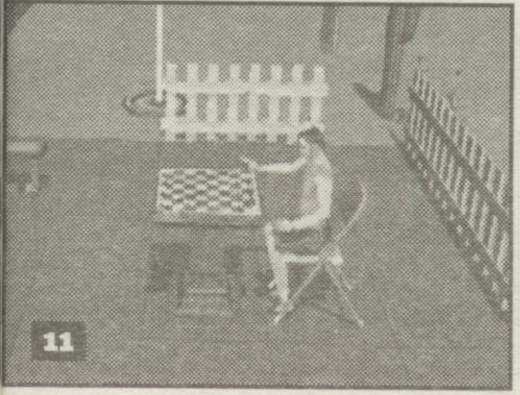
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TOP 10 TIPS

TIP 1
The best thing to buy your Sim when you start to make a lot of money is a nice bed; the extra sleep and relaxation puts them in a good mood for work. And after crashing on the office sofa not changing his clothes for three days while playing Sims, CVG's Coops is inclined to agree.

TIP 2
The moment you're able to, get to the shop and hand over the readies for a Meet Marco computer. It raises fun levels faster then any other item in the game.

TIP 3
Always set your Sim up with a love interest. This will mean that you have a source of social interaction, and good moods that doesn't require much effort or money.

TIP 4
If your Sim is lacking social interaction or is having no fun, take a day off work. You can miss alternate days, if you have the cash, but miss two in a row and it's goodbye.

TIP 5
Club Rubb is the best place to visit for social interaction; spin the decks, serve some drinks, or just dance to get all the attention your Sim needs.

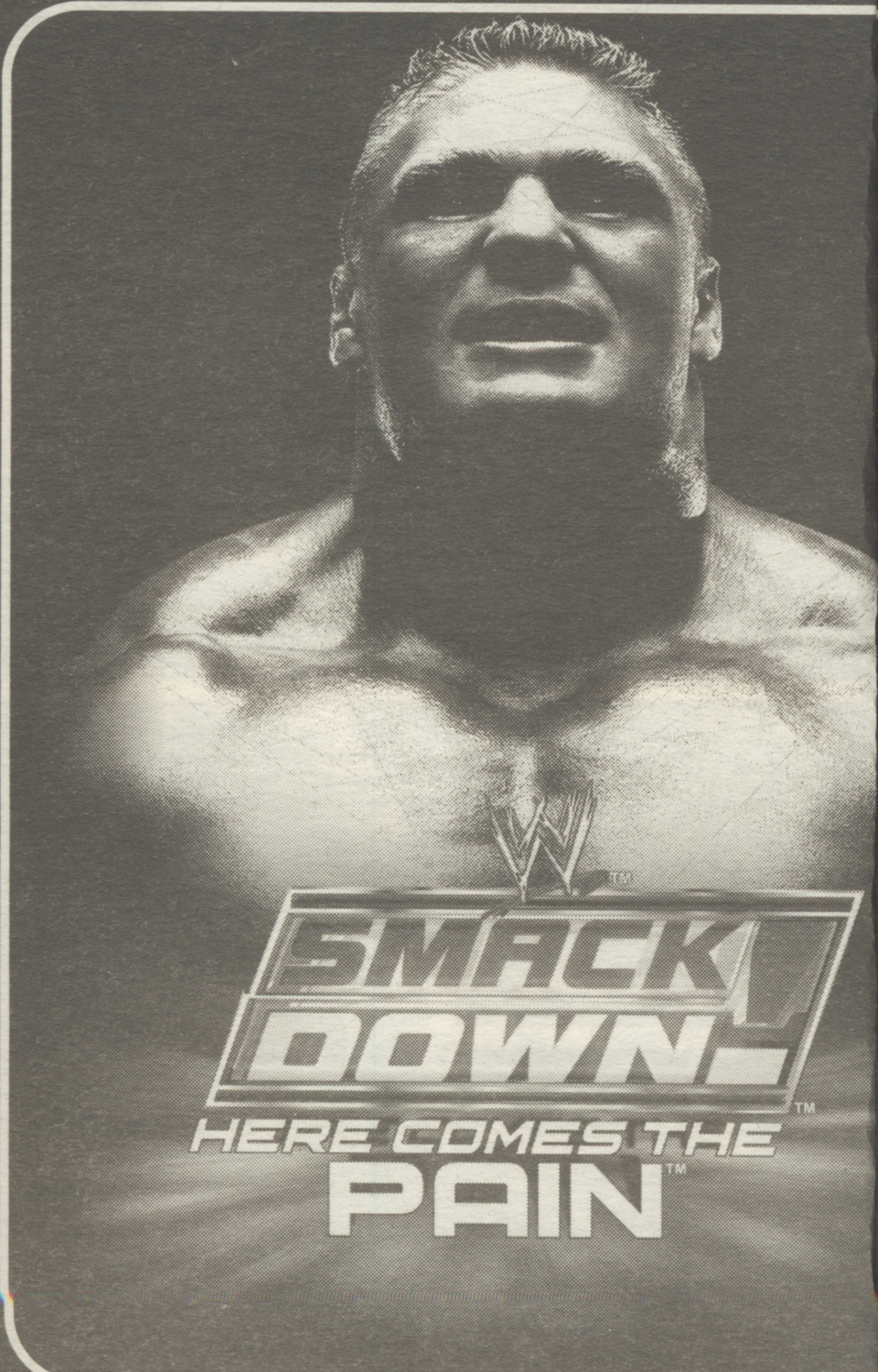
TIP 6
Remember; at 90+ friendship points, ANY Sim will sleep with ANY sim, regardless of sex. Thus, you can improve sleep/relaxation of two Sims by buying a nice bed, and both sleep in it, saving money.

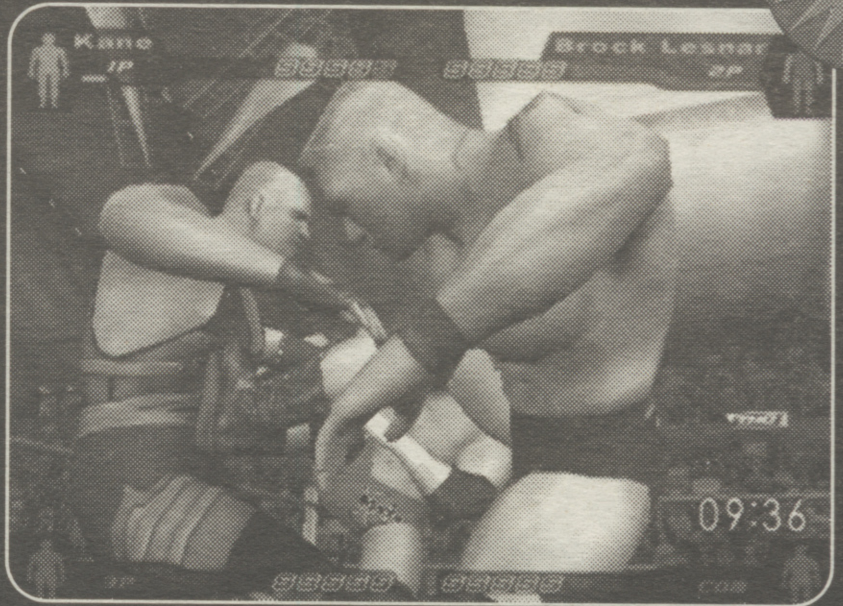
TIP 7
At parties, musical instruments are the best thing for social interaction. While you play, you have fun, but anyone watching will enjoy it, and gain friendship points at the same time.

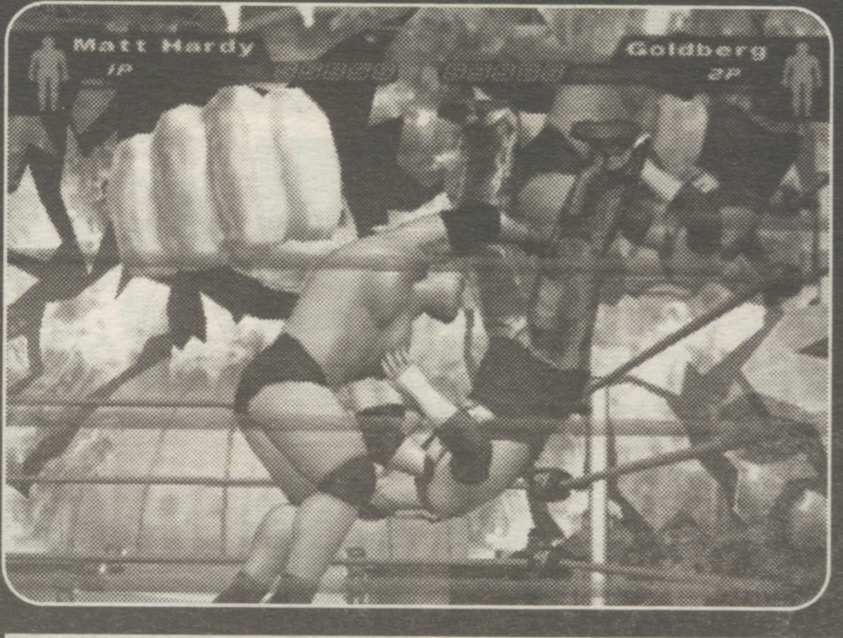
TIP 8
When you're about to throw a party, serve dinner, then make the call to get people over. When they arrive, and start eating, serve again, to keep them all happy.

TIP 9
To talk to somebody repeatedly, select talk, then compliment, then talk again, then delete compliment from the move queue. This can be done with any ability in the game.

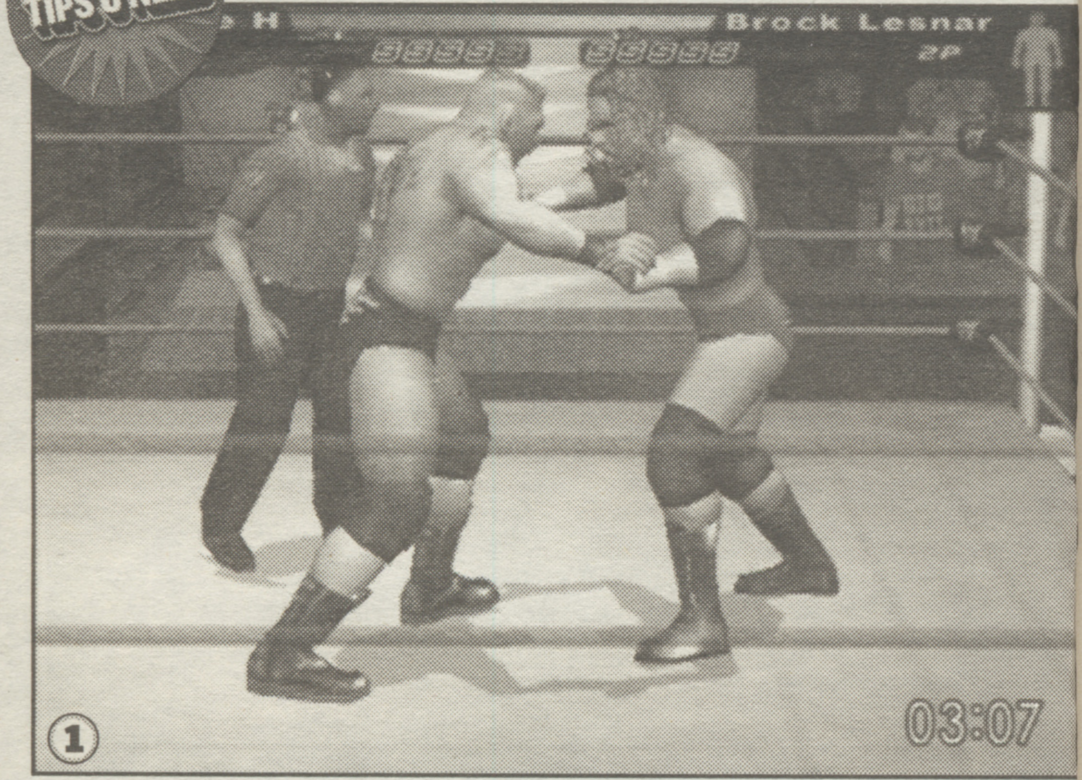
TIP 10
When you first meet somebody, wait until around 30 social points before complimenting; if you do so too early, you'll offend them badly and have to work much harder to be their friend.

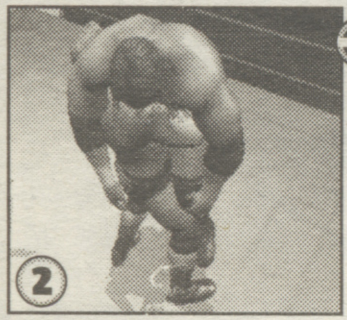

SMACK DOWN!
HERE COMES THE PAIN

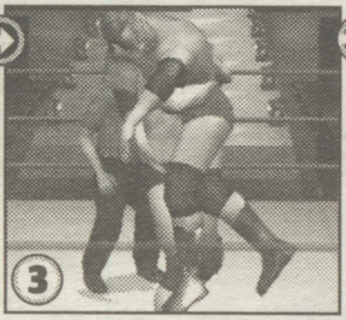

Kane
1P
Brock Lesnar
2P
09:36

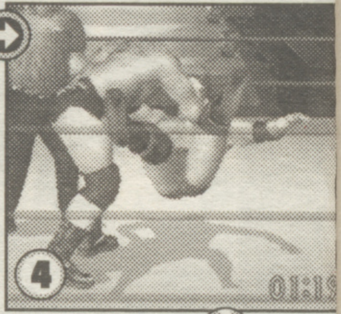

Matt Hardy
1P
Goldberg
2P

Ed Zitron lays the smackdown upon the basics, the brutality and the coolest moves of eight of the greatest wrestling superstars


Brock Lesnar
2P
03:07
①







GRAPPLE

There are four different kinds of grapples, each one useful in a given situation. Here's how to pull 'em off...

SUBMISSION GRAPPLES

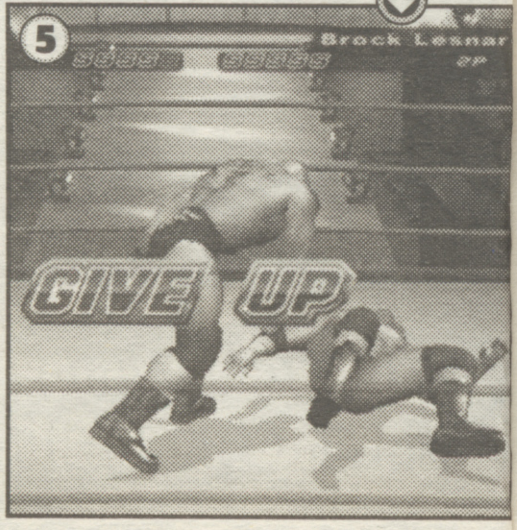
1 To move into a submission grapple, start with the submission grapple base (●+⬇)

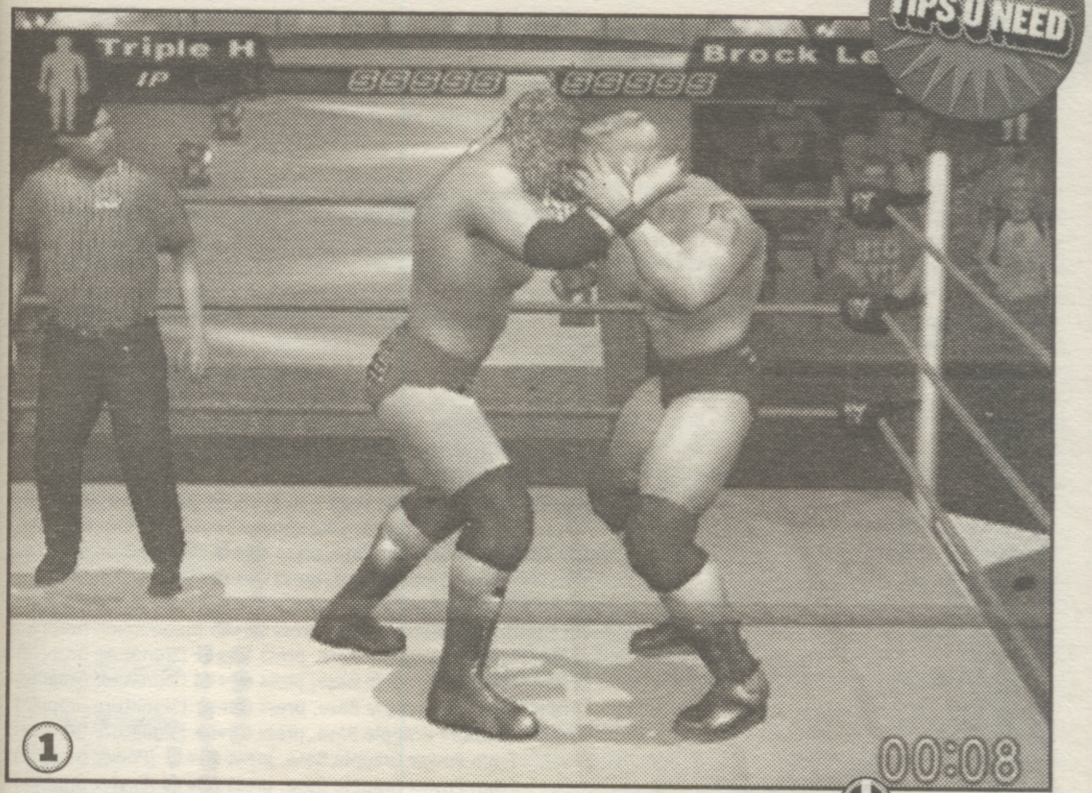
2 Then press one of the submission grapple moves, such as ●+⬅

3 Get it right and you'll pull out a limb-destroying submission move!

4 Tap the buttons repeatedly if you get the chance to force a submit

5 If you get it right, they'll give up and the match is yours!


⑤
Brock Lesnar
2P
GIVE UP


Triple H
1P
Brock Le
00:08
①

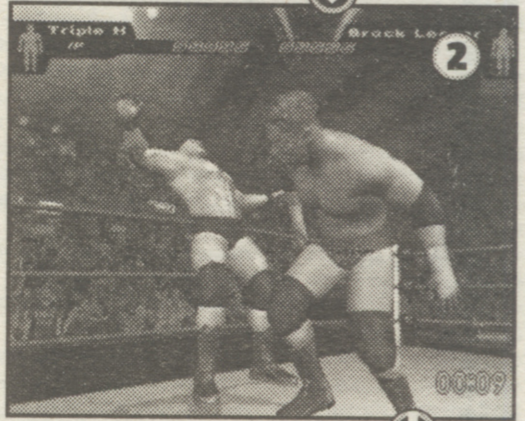
SIGNATURE GRAPPLES

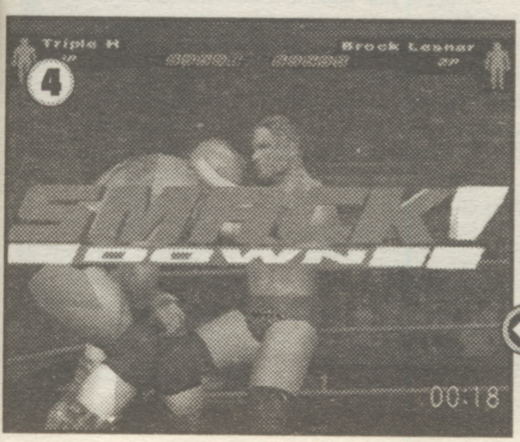
1 To move into a signature grapple, start with the base (●+⬅)

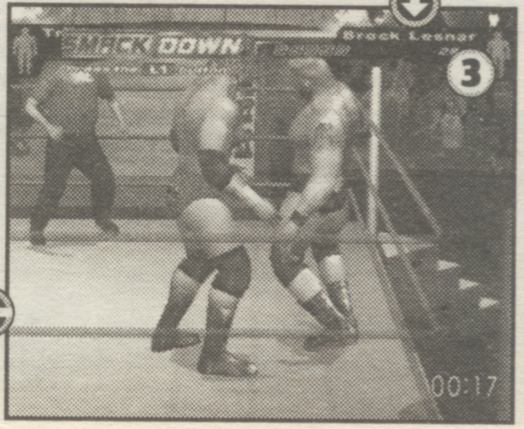
2 Then press one of the signature grapple moves, such as ●+⬇

3 Get this all right and you'll perform a crowd-pleasing signature move!

4 The crowd goes wild for these moves, and they cause good damage


Triple H
1P
Brock Lesnar
②
00:09


Triple H
1P
Brock Lesnar
2P
④
SMACK DOWN!
00:18

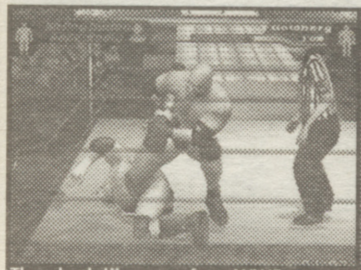

SMACK DOWN
Brock Lesnar
③
00:17

THE BASICS

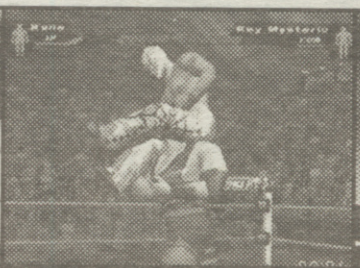
These work for every wrestler in the game, but can produce a different move depending on which superstar you play as.

R3+⬇	Appeal to the crowd, press the **R3** trigger down
R3+⬅	Appeal to the crowd, press the **R3** trigger left
R3+⬆	Appeal to the crowd, press the **R3** trigger up
R3+➡	Appeal to the crowd, press the **R3** trigger right
L1	Weapon SmackDown
L1+⬆⬇⬅➡	Weapon SmackDown, plus a direction key (⬆⬇⬅➡)
L1	Smackdown!
L1+⬆⬇⬅➡	Smackdown! Plus a direction key
◉	Grapple your opponent from the front
◉+⬇	Grapple from the front and press ⬇ (Submission Grapple Base)
◉+⬅	Grapple from the front and press ⬅ (Signature Grapple Base)
◉+⬆	Grapple from the front and press ⬆ (Power Grapple Base)
◉+➡	Grapple your opponent from the front and press ➡ (Quick Grapple Base)
◉	Grapple your groggy opponent from the front
◉+⬇	From Submission Grapple Base, press ◉+⬇ (Submission Grapple)
◉+⬅	From Submission Grapple Base, press ◉+⬅ (Submission Grapple)
◉+⬆	From Submission Grapple Base, press ◉+⬆ (Submission Grapple)
◉+➡	From Submission Grapple Base, press ◉+➡ (Submission Grapple)
◉+⬇	From Signature Grapple Base, press ◉+⬇ (Signature Grapple)
◉+⬅	From Signature Grapple Base, press ◉+⬅ (Signature Grapple)
◉+⬆	From Signature Grapple Base, press ◉+⬆ (Signature Grapple)
◉+➡	From Signature Grapple Base, press ◉+➡ (Signature Grapple)
◉+⬇	From Power Grapple Base, press ◉+⬇ (Power Grapple)
◉+⬅	From Power Grapple Base, press ◉+⬅ (Power Grapple)
◉+⬆	From Power Grapple Base, press ◉+⬆ (Power Grapple)
◉+➡	From Power Grapple Base, press ◉+➡ (Power Grapple)
◉+⬇	From Quick Grapple Base, press ◉+⬇ (Quick Grapple)
◉+⬅	From Quick Grapple Base, press ◉+⬅ (Quick Grapple)
◉+⬆	From Quick Grapple Base, press ◉+⬆ (Quick Grapple)
◉+➡	From Quick Grapple Base, press ◉+➡ (Quick Grapple)
⊗	Kick/punch a standing opponent
⊗+⬇	Kick/punch a standing opponent and press ⬇
⊗+⬅+⬇/⬇+➡	Kick/punch a standing opponent and press⬅+⬇/⬇+➡
⊗+⬅➡	Kick/punch a standing opponent while pressing ⬅/➡
⊗+⬅+⬆/⬆+➡	Kick/punch a standing opponent andpress⬅+⬆/⬆+➡
⊗+⬆	Kick/punch a standing opponent and press ⬆
⊗+➡	Kick/punch a standing opponent and press ➡
◉	Grapple your opponent from the back
◉+⬇	Grapple your opponent from the back and press ⬇
◉+⬅	Grapple your opponent from the back and press ⬅
◉+⬆	Grapple your opponent from the back and press ⬆
◉+➡	Grapple your opponent from the back and press ➡
◉	Grapple your groggy opponent from the back
◉+⬇	Grapple your groggy opponent from the back and press ⬇
◉+⬅	Grapple your groggy opponent from the back and press ⬅
◉+⬆	Grapple your groggy opponent from the back and press ⬆
◉+➡	Grapple your groggy opponent from the back and press ➡
◉	Grapple your opponent's upper body on the ground
◉+⬇	Grapple your opponent's upper body on the ground and press ⬇
◉+⬅	Grapple your opponent's upper body on the ground and press ⬅
◉+⬆	Grapple your opponent's upper body on the ground and press ⬆
◉+➡	Grapple your opponent's upper body on the ground and press ➡
◉	Grapple your opponent's lower body on the ground
◉+⬇	Grapple your opponent's lower body on the ground and press ⬇
◉+⬅	Grapple your opponent's lower body on the ground and press ⬅
◉+⬆	Grapple your opponent's lower body on the ground and press ⬆
◉+➡	Grapple your opponent's lower body on the ground and press ➡

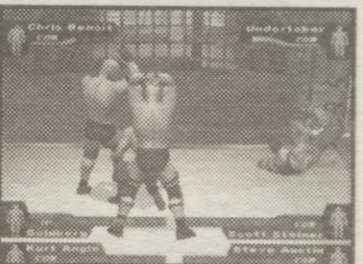
◉	Grapple from the front between the Hell-in-a-cell and the ring
◉+⬆⬇⬅➡	Front grapple between Hell-in-a-cell and the ring and press ⬆/⬇/⬅/➡
◉	Grapple from the back between the Hell-in-a-cell and the ring
◉+⬆⬇⬅➡	Back grapple between Hell-in-a-cell and the ring and press ⬆/⬇/⬅/➡
⊗	Kick/Punch your opponent on the floor
⊗+⬆⬇	Kick/Punch your opponent on the floor and press ⬆/⬇
⊗+⬅/➡	Kick/Punch your opponent on the floor and press ⬅/➡
◉+⬆/⬇/⬅/➡	Grapple your opponent on the ropes and press ⬆/⬇/⬅/➡
◉	Grapple your opponent on the turnbuckle
◉+⬇	Grapple your opponent on the turnbuckle from the front and press ⬇
◉+⬅	Grapple your opponent on the turnbuckle from the front and press ⬅
◉+⬆	Grapple your opponent on the turnbuckle from the front and press ⬆
◉+➡	Grapple your opponent on the turnbuckle from the front and press ➡
◉	Grapple your opponent on the turnbuckle from the back
◉+⬇	Grapple your opponent on the turnbuckle from the back and press ⬇
◉+⬅	Grapple your opponent on the turnbuckle from the back and press ⬅
◉+⬆	Grapple your opponent on the turnbuckle from the back and press ⬆
◉+➡	Grapple your opponent on the turnbuckle from the front and press ➡
⊗	Run at your opponent on the upper turnbuckle and press **X**
⊗+⬆/⬇/⬅/➡	Run at opponent on upper turnbuckle and press **X+⬆/⬇/⬅/➡**
◉	Grapple your opponent on the lower turnbuckle and from the front
◉+⬆/⬇/⬅/➡	Grapple on lower turnbuckle, from the front and press ⬆/⬇/⬅/➡
⊗	Run at your opponent on the lower turnbuckle and press **X**
⊗	Dive from the turnbuckle onto your opponent
⊗+⬇	Dive from the turnbuckle onto your opponent and press ⬇
⊗+⬅	Dive from the turnbuckle onto your opponent and press ⬅
⊗+⬆	Dive from the turnbuckle onto your opponent and press ⬆
⊗+➡	Dive from the turnbuckle onto your opponent and press ➡
⊗	With opponent outside ring and you inside, run at them and press **X**
⊗	Attack opponent with them at the ropes and you inside the ring
⊗	Attack opponent with them at the ropes and you outside the ring
◉	Run at your groggy opponent and grapple them from the front
◉+⬆/⬇/⬅/➡	Run at groggy opponent, front grapple them and press ⬆/⬇/⬅/➡
⊗	Run at your opponent and punch/kick
⊗+⬆/⬇/⬅/➡	Run at your opponent and punch/kick and press ⬆/⬇/⬅/➡
◉	Run at your opponent's back and grapple
◉+⬆/⬇/⬅/➡	Run at your opponent's back and grapple and press ⬆/⬇/⬅/➡
◉	Grapple your opponent as they run up to you
◉+⬆/⬇	Grapple your opponent as they run up to you and press ⬆/⬇
◉+⬅/➡	Grapple your opponent as they run up to you and press ⬅/➡
◉	Grapple your opponent on the turnbuckle from the front
◉+⬇	Grapple your opponent on the turnbuckle from the front and press ⬇
◉+⬅	Grapple your opponent on the turnbuckle from the front and press ⬅
◉+⬆	Grapple your opponent on the turnbuckle from the front and press ⬆
◉+➡	Grapple your opponent on the turnbuckle from the front and press ➡



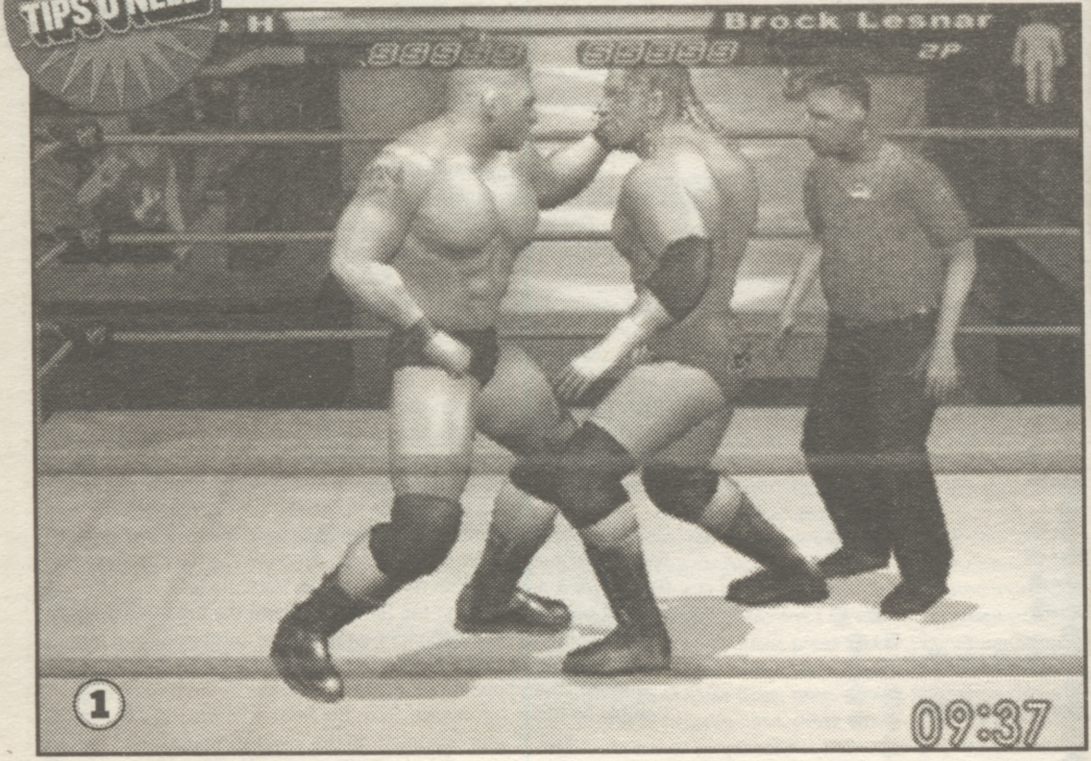
They look like your fave WWE superstars and have their...



signature entrances, but you'll feel more deflated than Pop Idol's...



Michelle after a brocolli air biscuit if you don't learn their moves

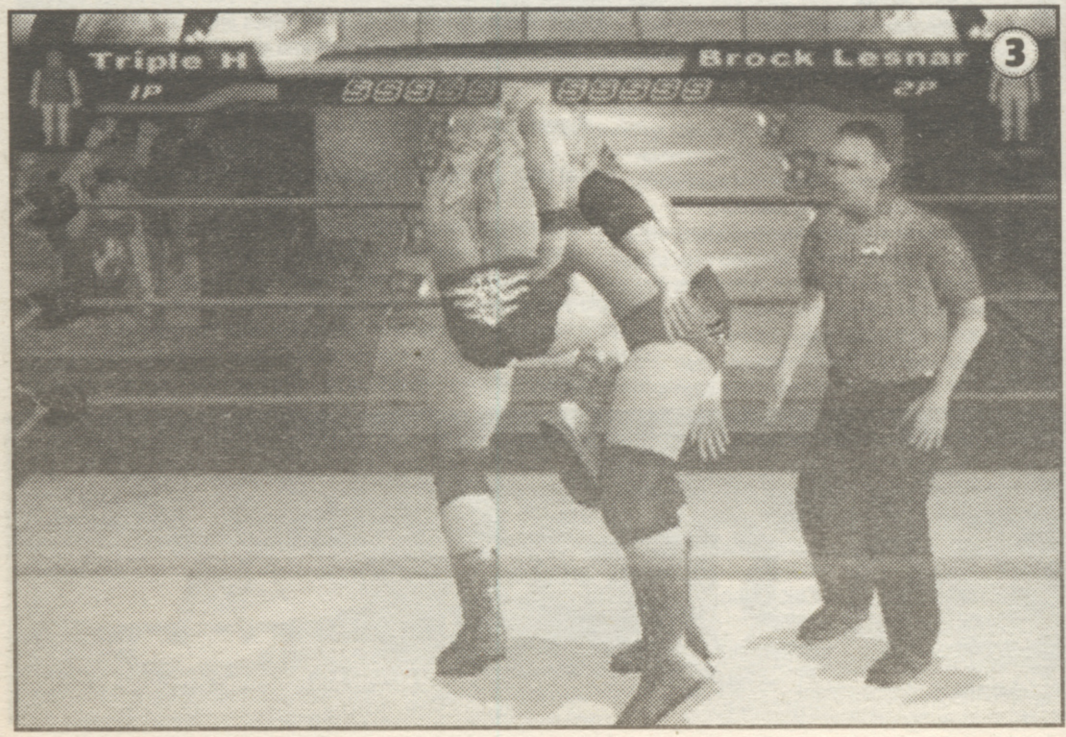

H
Brock Lesnar
2P
①
09:37

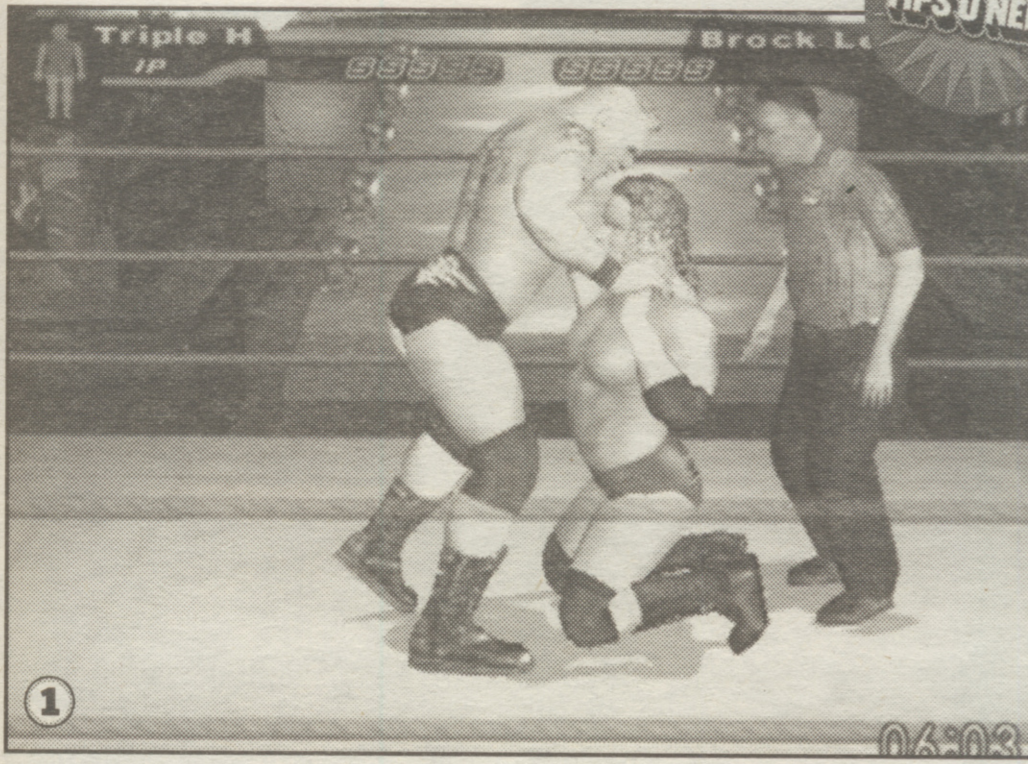
QUICK GRAPPLES

1 To move into a quick grapple, start with the quick grapple base (●+➡)

2 Then press one of the quick grapple moves, such as ●+⬆

3 You'll perform a quick grapple – great for small, sharp hits


Triple H
1P
Brock Lesnar
2P
③

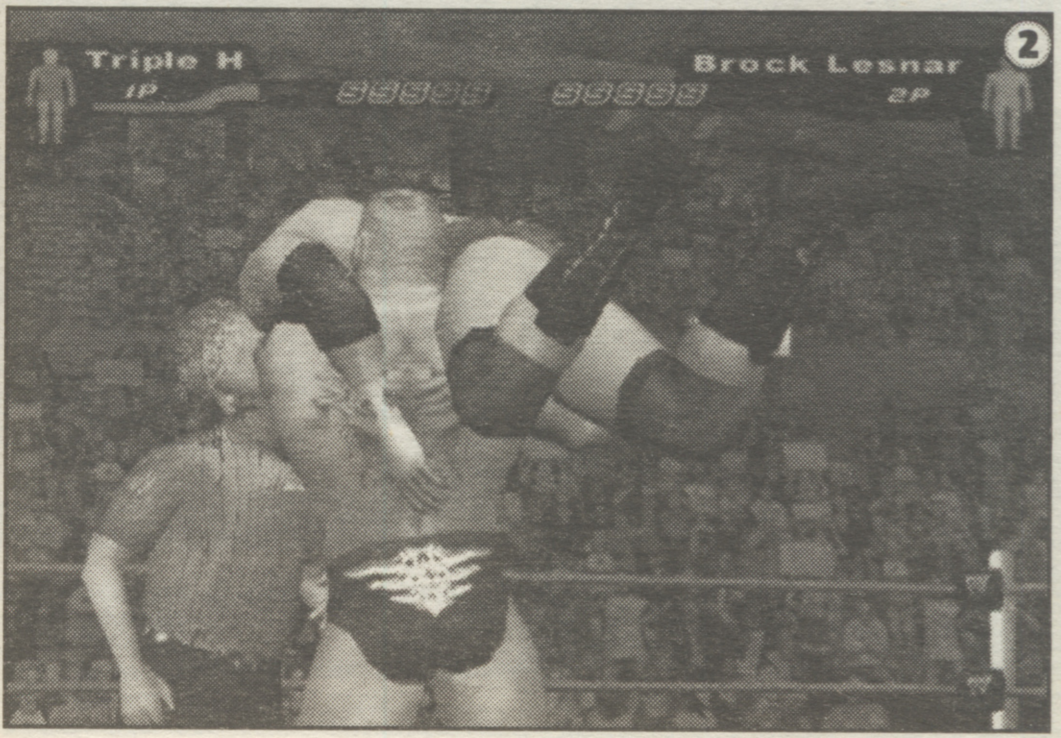

Triple H
1P
Brock Le
①

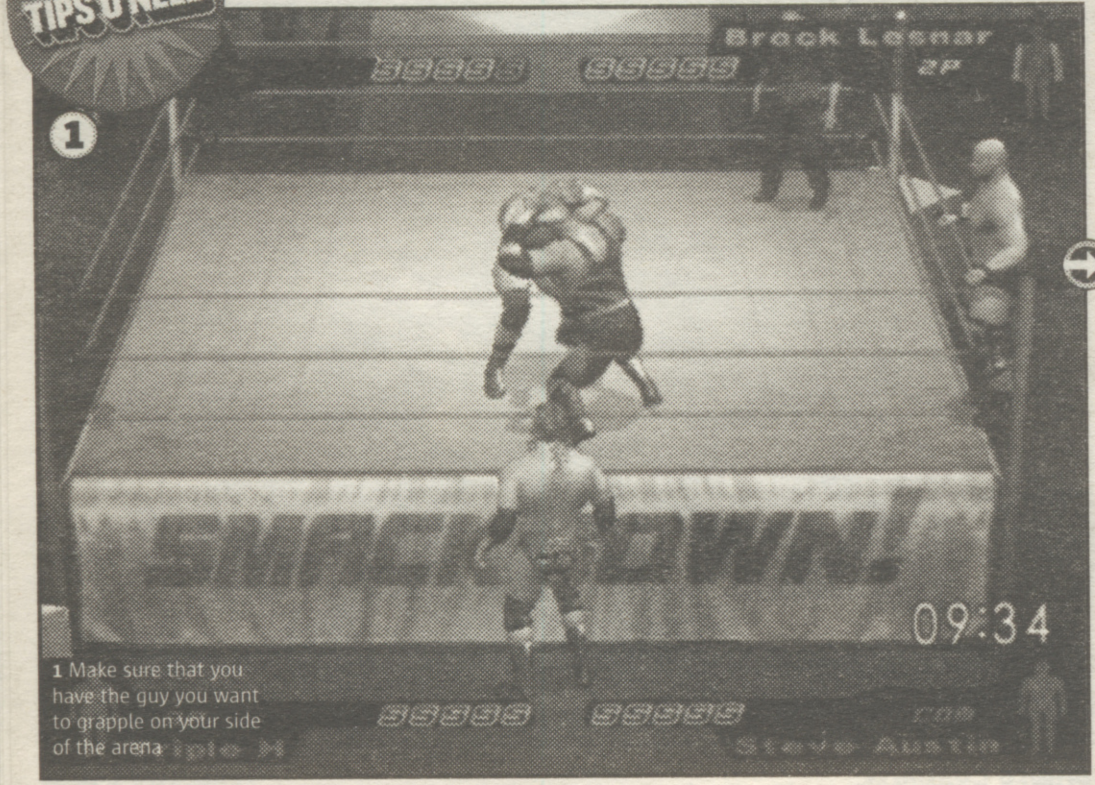
POWER GRAPPLES

1 To move into a power grapple, start with the quick grapple base (●+⬆)

2 Then press one of the power grapple moves, such as ●+⬅

3 This will perform a power grapple move; these cause the most actual damage to your opponent's limbs/body

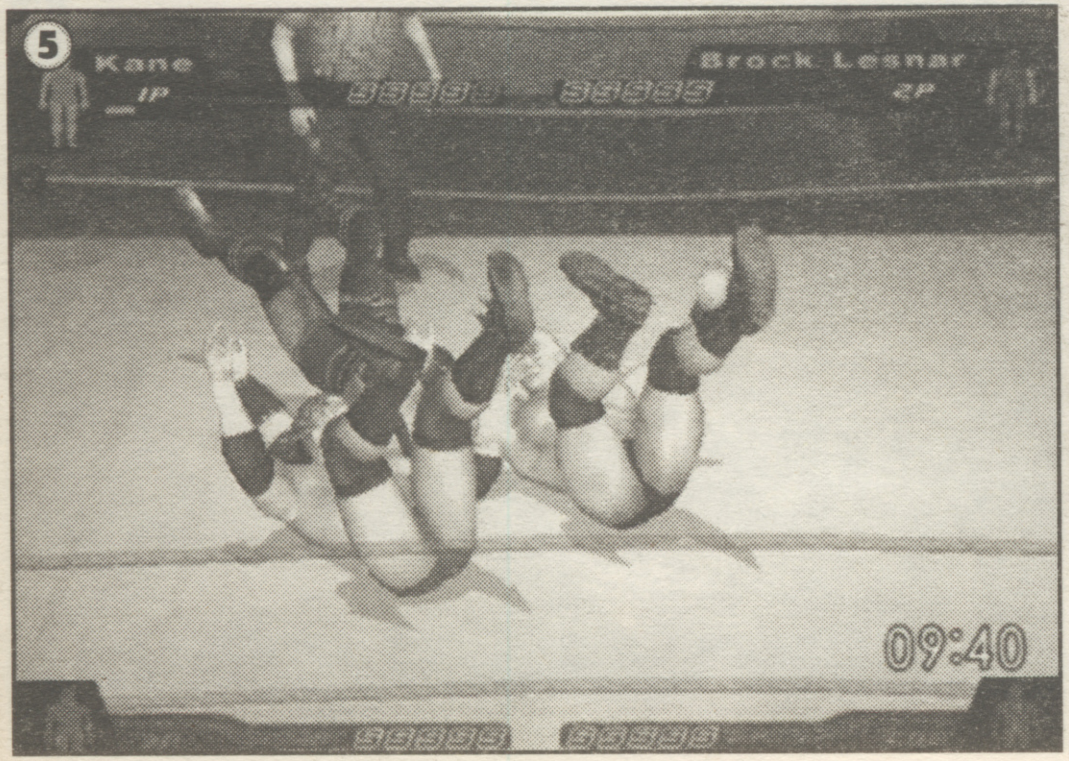

Triple H
1P
Brock Lesnar
2P
②

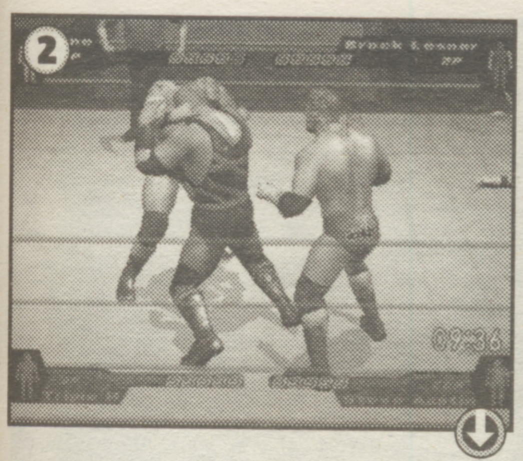

1
Brock Lesnar
2P
SMACKDOWN!
09:34
Triple H
Steve Austin

1 Make sure that you have the guy you want to grapple on your side of the arena

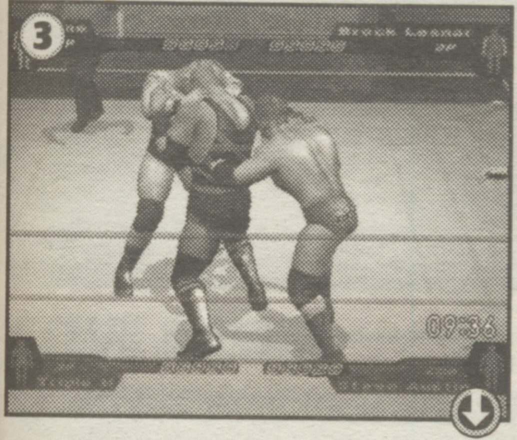
DOUBLE TEAM GRAPPLES

These buddy-buddy grapples may be difficult to perform, but they are incredibly powerful once executed.

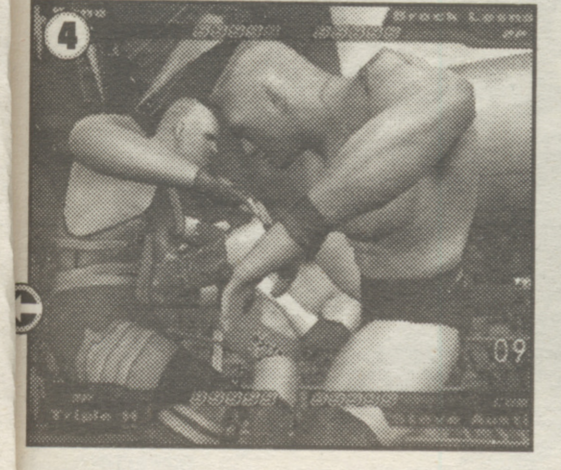

5
Kane
1P
Brock Lesnar
2P
09:40


2
Brock Lesnar
2P
09:36
Triple H

2 One of your team should start off grappling the opponent from the front...

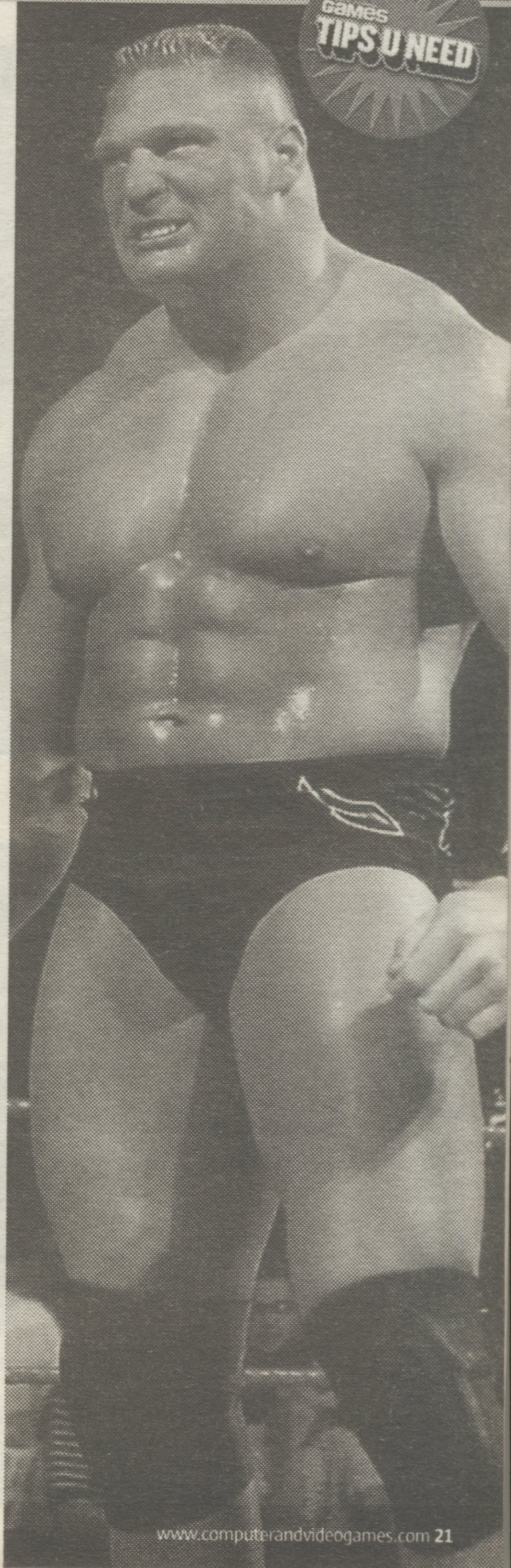

3
Brock Lesnar
2P
09:36
Triple H
Steve Austin

3 ...and the other should perform the double team move from the back (EG: ●+⬅)


4
Brock Lesnar
2P
09
Triple H
Steve Austin

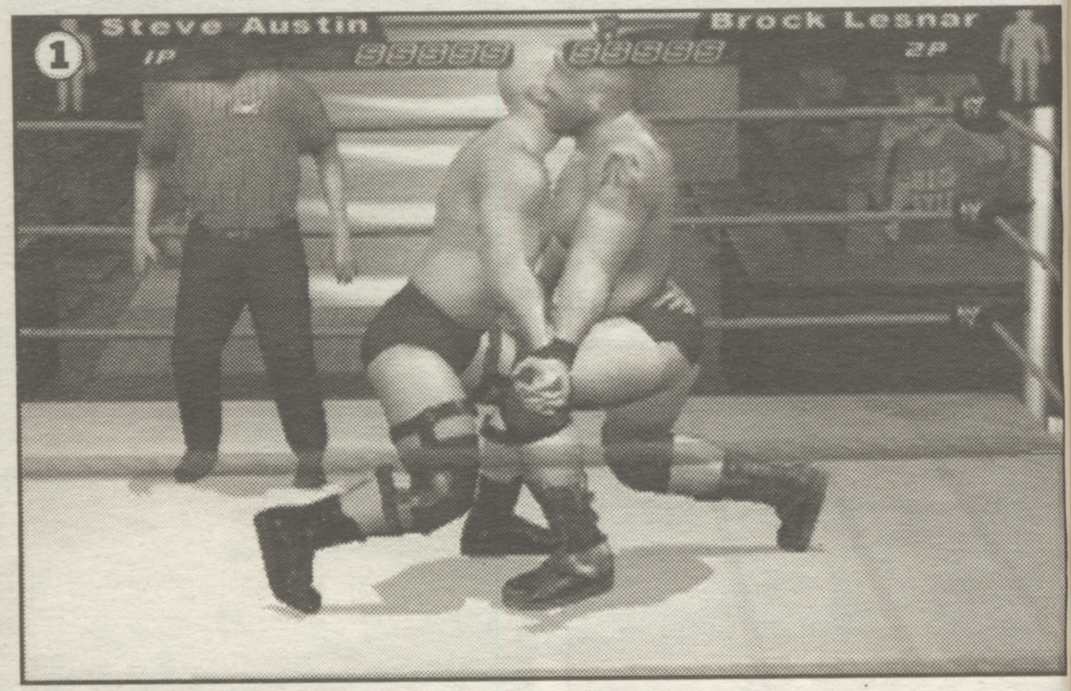
4 Watch in awe as your team comes together and lays pure pain on the opponent!

5 These moves do a lot of damage, but don't actually gain you smackdown power. Also, it's easy to get stopped before starting them by the referee



THE COOLEST MOVES

What good are the coolest wrestlers, without their coolest moves? Toss all good, that's what. But don't worry, CVG's here to show you.

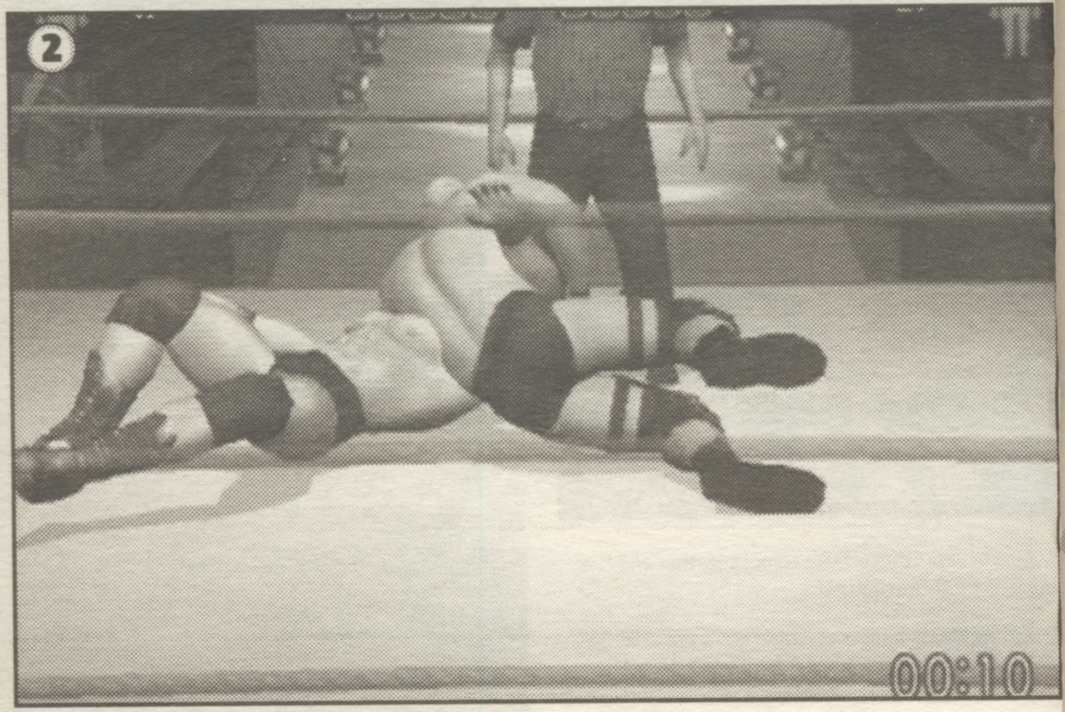

1
Steve Austin
1P
Brock Lesnar
2P

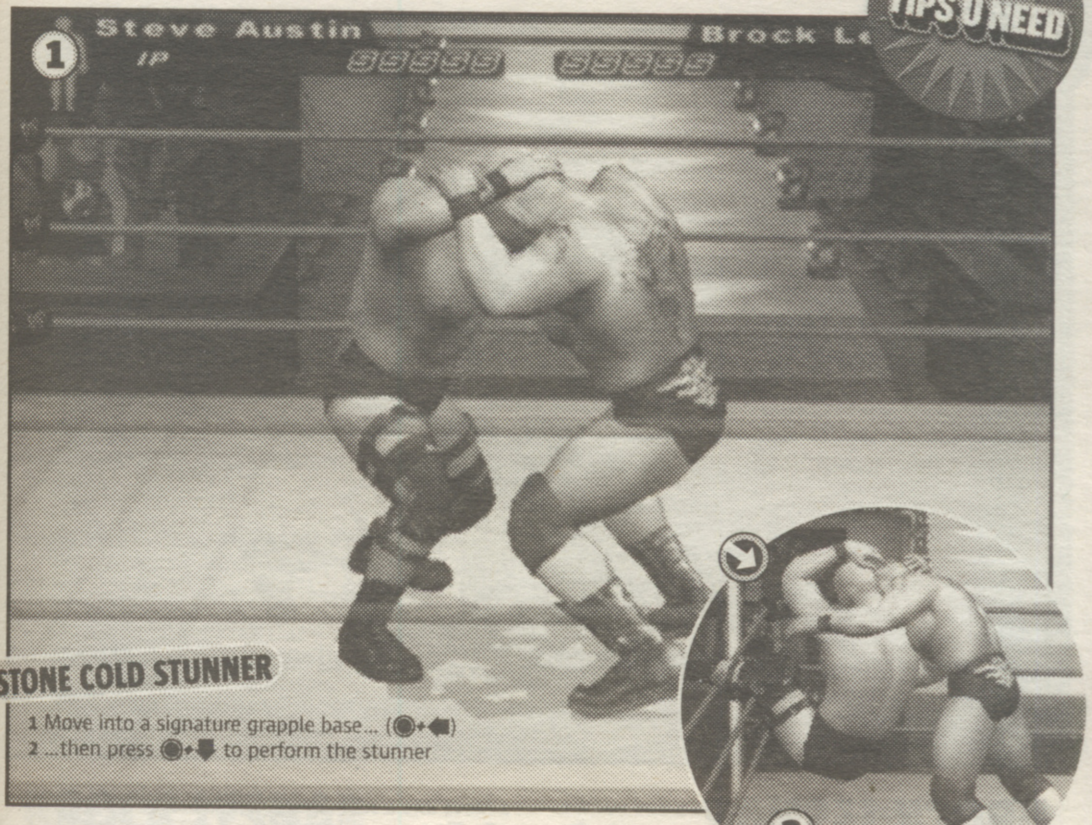
STEVE AUSTIN

HEADLOCK TAKEDOWN

1 Move into a submission grapple base... (◉+⬇)

2...then press ◉+⬅ to perform it

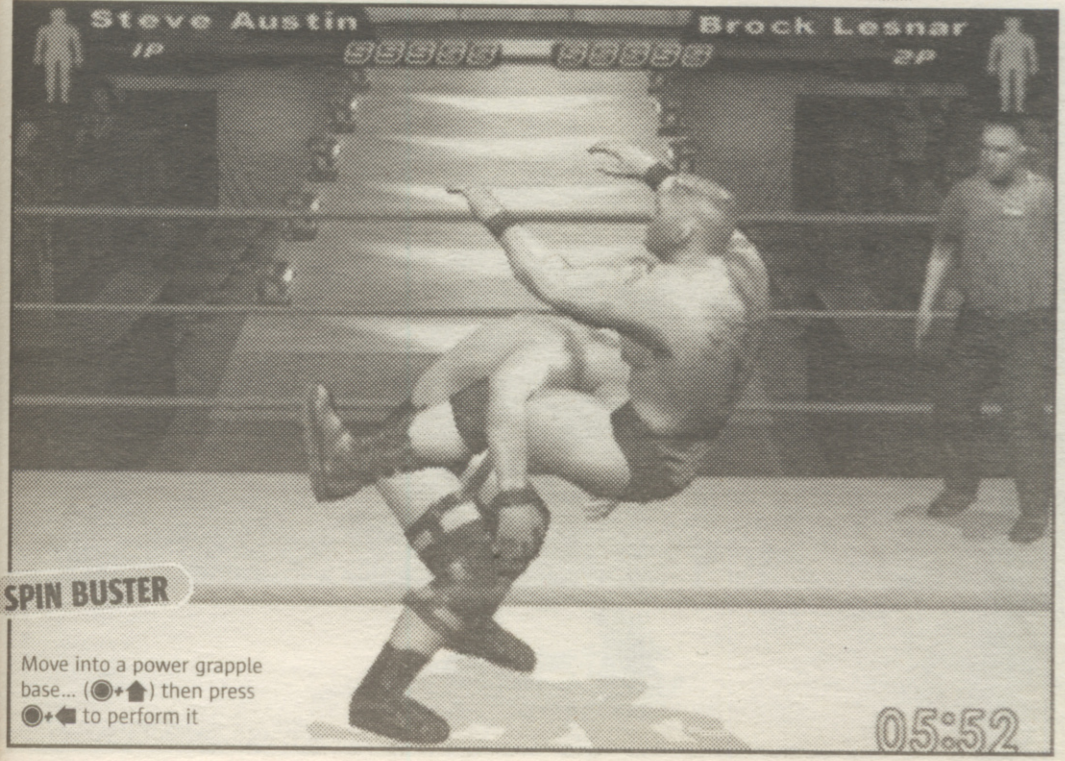



1
Steve Austin
1P
Brock Le
2

STONE COLD STUNNER

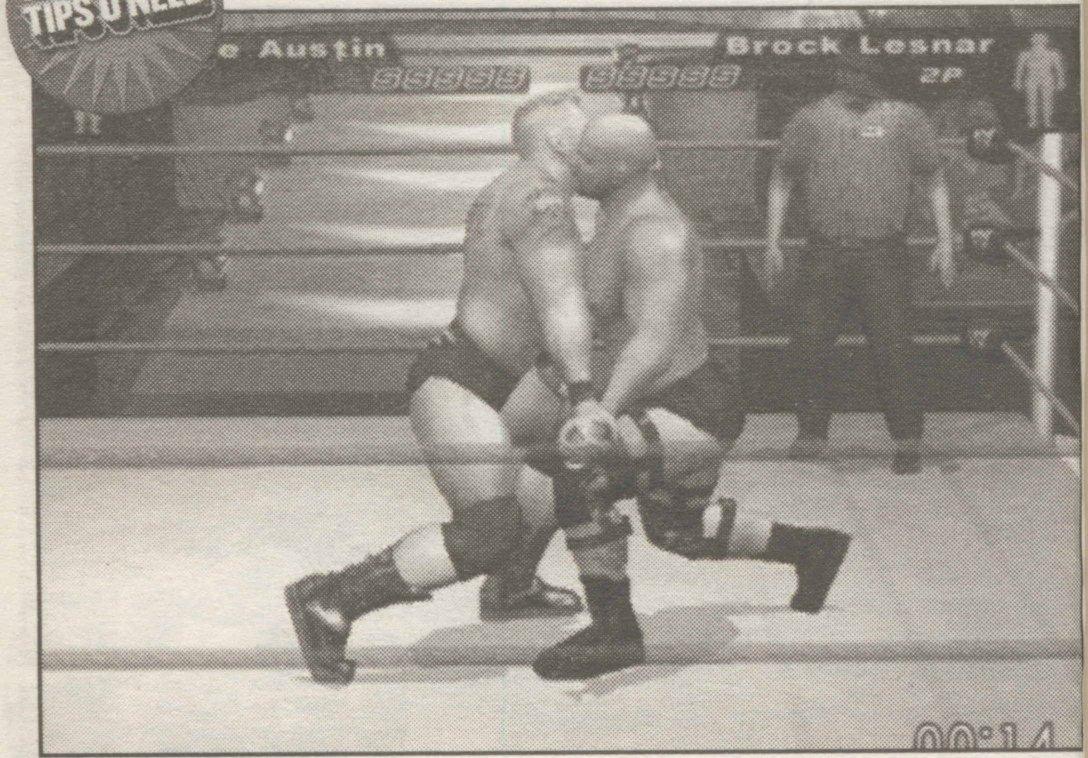
1 Move into a signature grapple base... (◉+⬅)
2 ...then press ◉+⬇ to perform the stunner

STEVE AUSTIN


Steve Austin
1P
Brock Lesnar
2P
05:52

SPIN BUSTER

Move into a power grapple base... (◉+⬆) then press ◉+⬅ to perform it

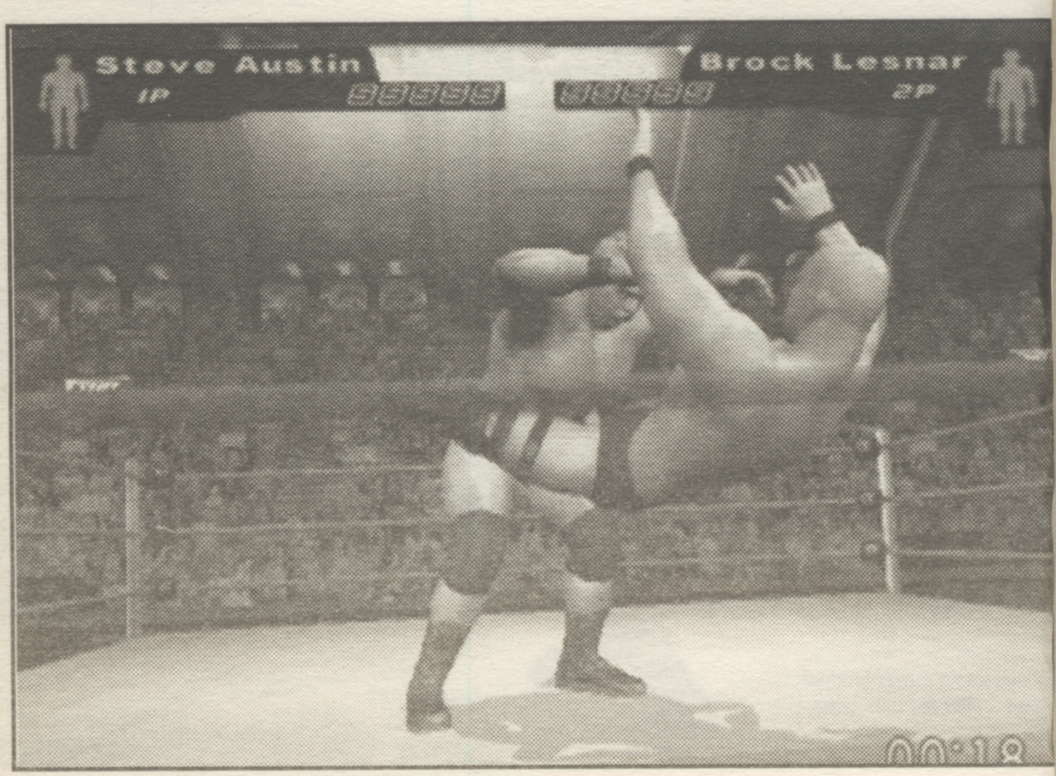

e Austin
Brock Lesnar
2P
00:14

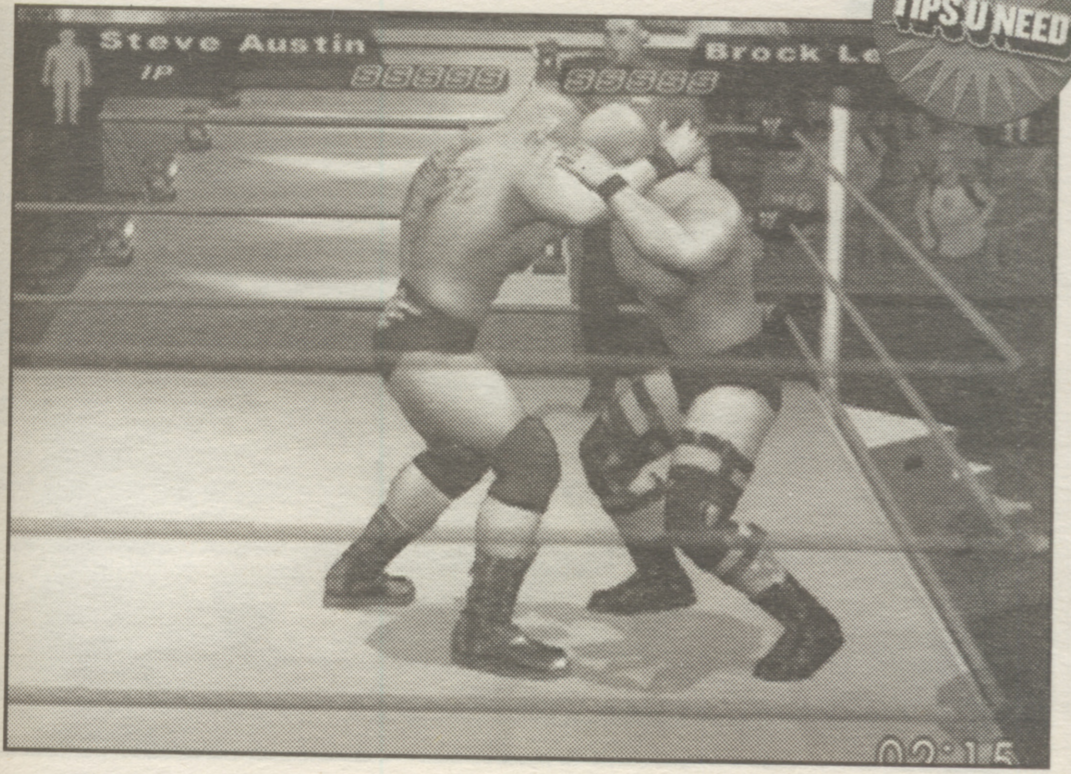
BROCK LESNAR

BATISTA LIFING & TOSS

1 Move into a submission grapple base... (◉+⬇)

2...then press ◉+⬆ to perform it


Steve Austin
1P
Brock Lesnar
2P
00:18

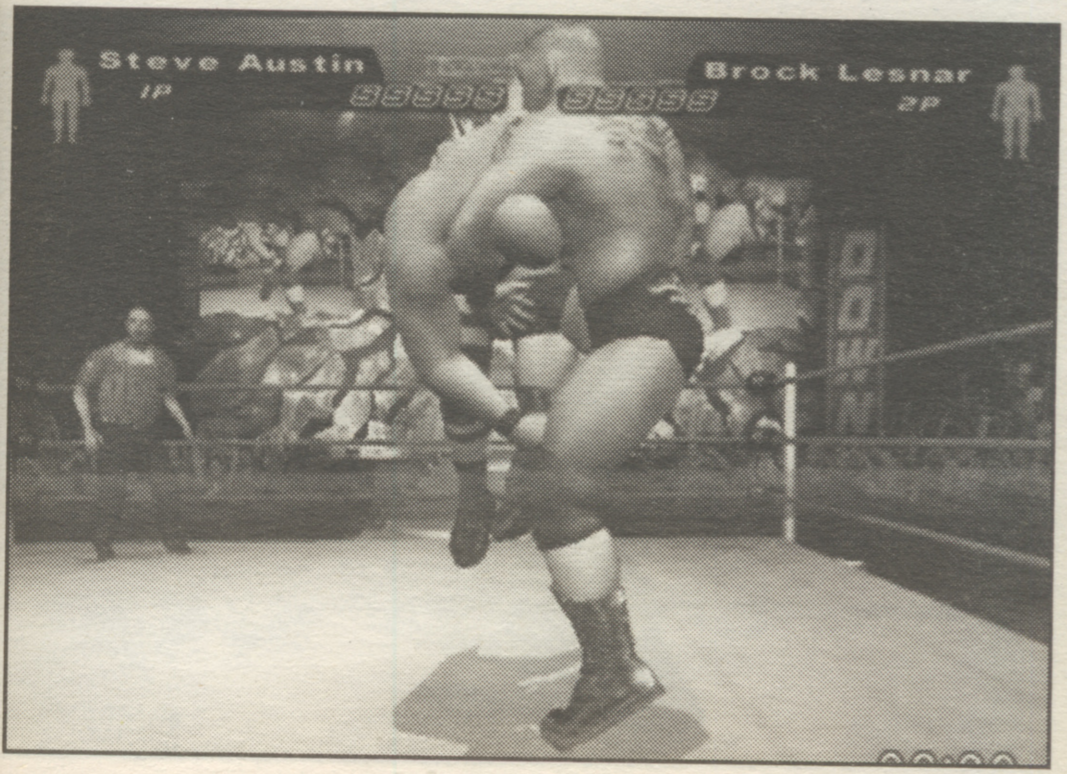

Steve Austin
1P
Brock Le
02:15

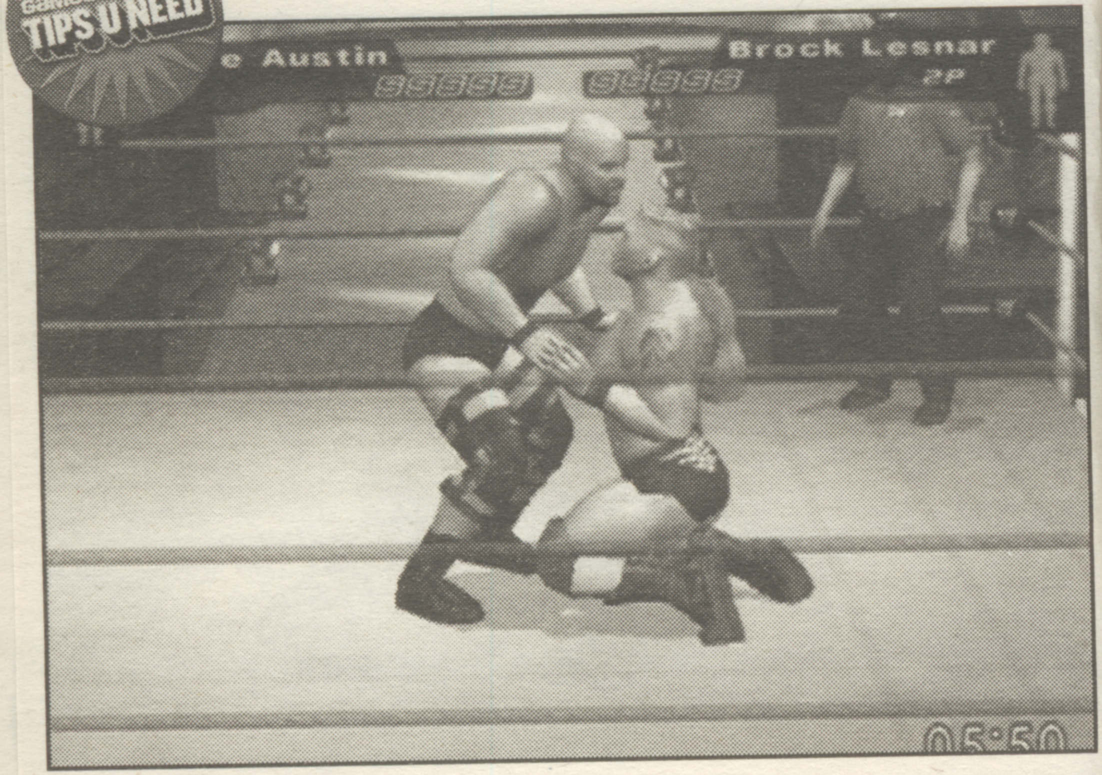
BROCK LESNAR

LESNAR KNEE STRIKE 3

1 Move into a signature grapple base... (◉+⬅)

2...then press ◉+⬅ to perform it


Steve Austin
1P
Brock Lesnar
2P

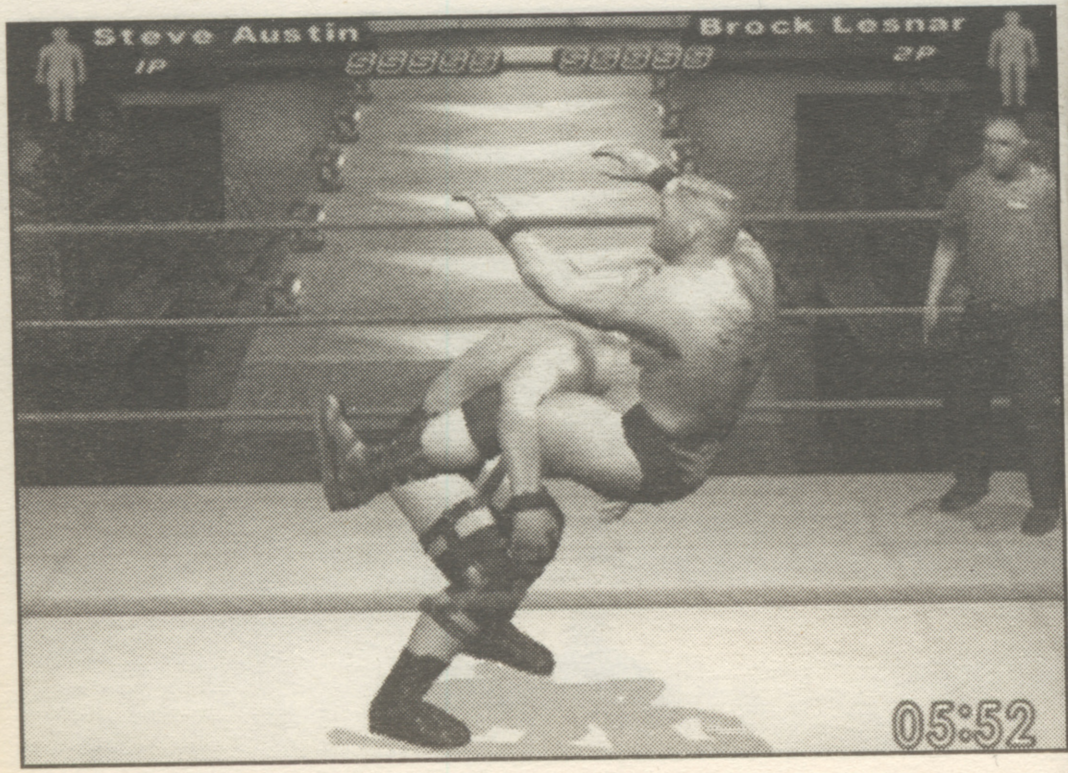

e Austin
Brock Lesnar
2P
05:50

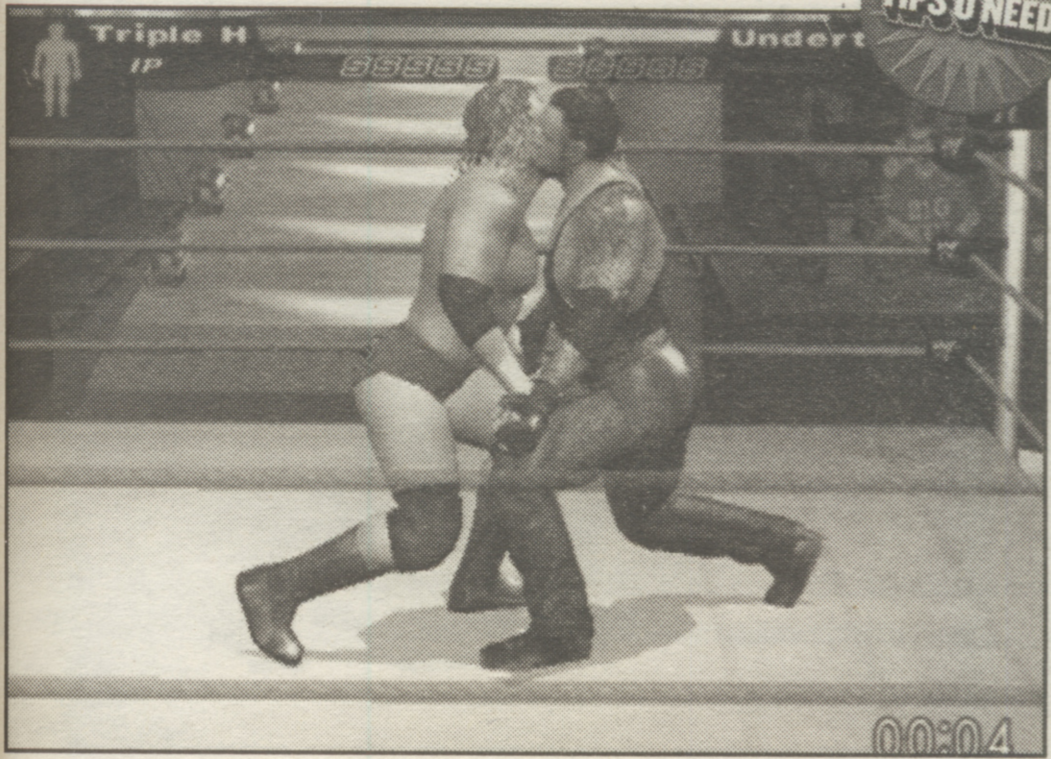
BROCK LESNAR

SPINE BUSTER 5

1 Move into a power grapple base... (●+⬆)

2 ...then press ●+⬇ to perform it. Oof!


Steve Austin
1P
Brock Lesnar
2P
05:52

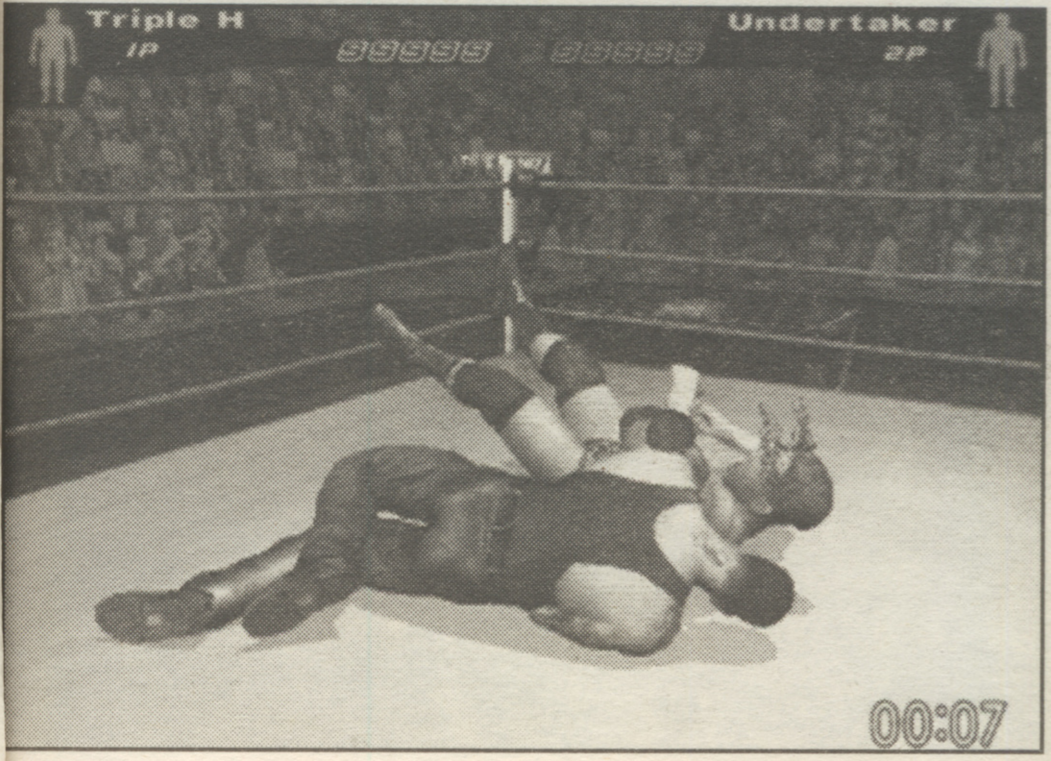

Triple H
1P
Undert
00:04

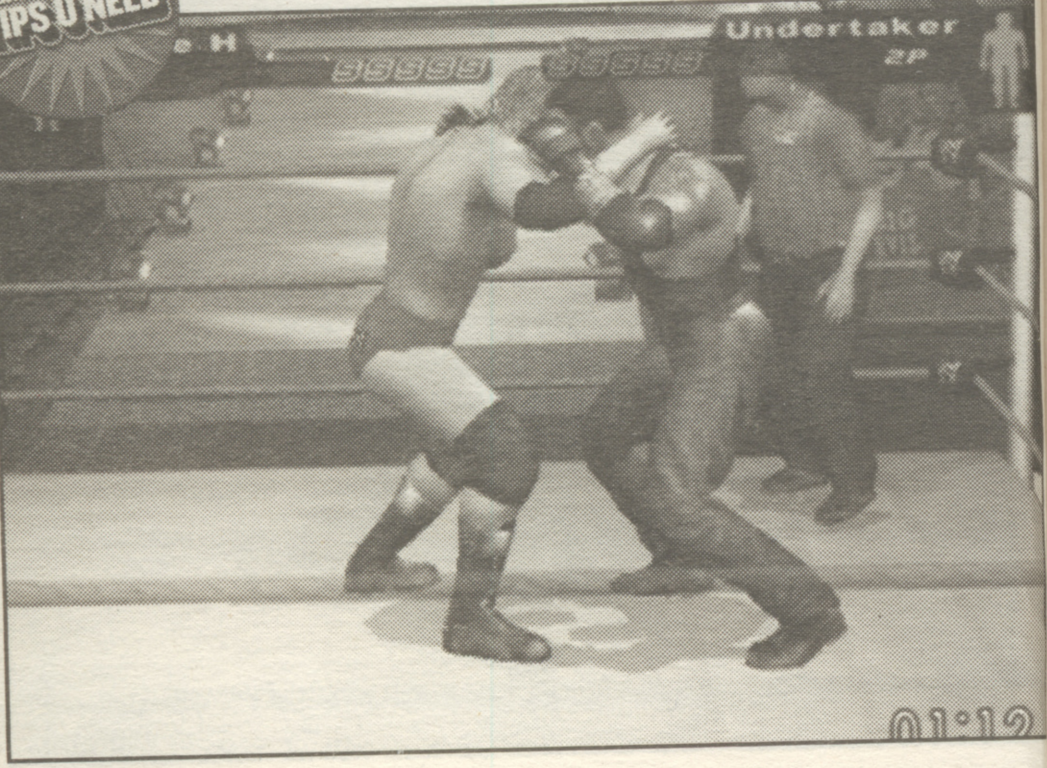
TRIPLE H

JUMPING ARMBREAKER 2

1 Move into a submission grapple base... (●+⬇)

2 ...then press ●+⬆ to perform it


Triple H
1P
Undertaker
2P
00:07

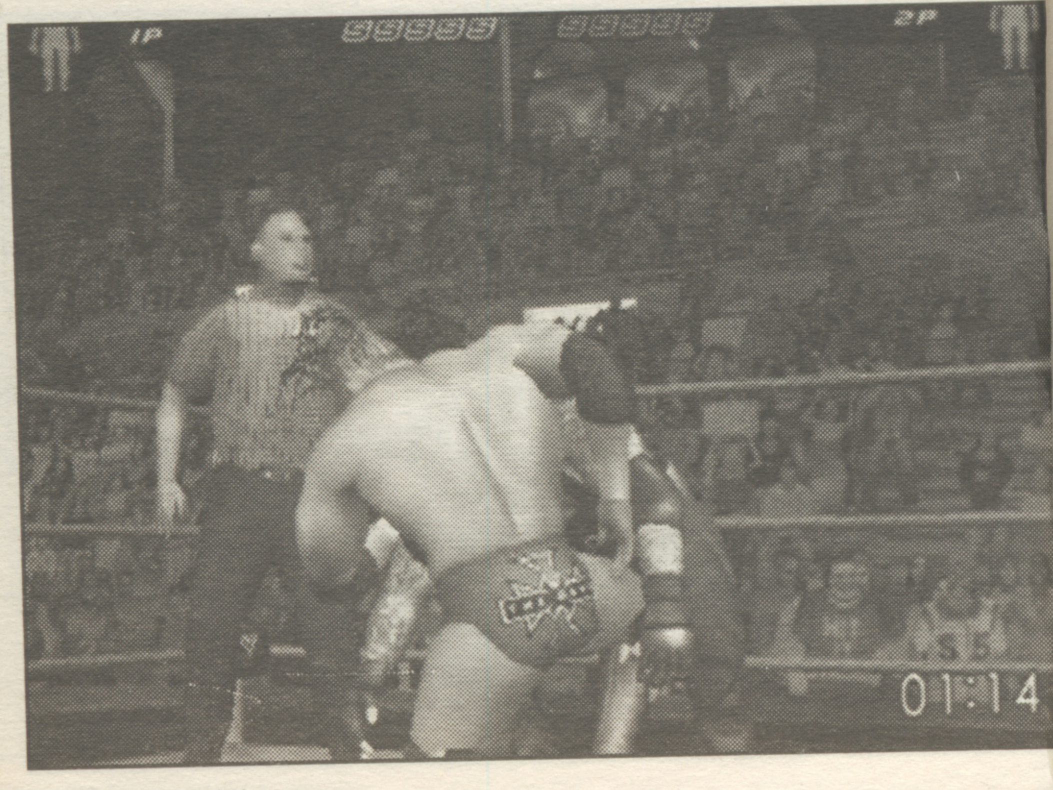

Undertaker
2P
01:12

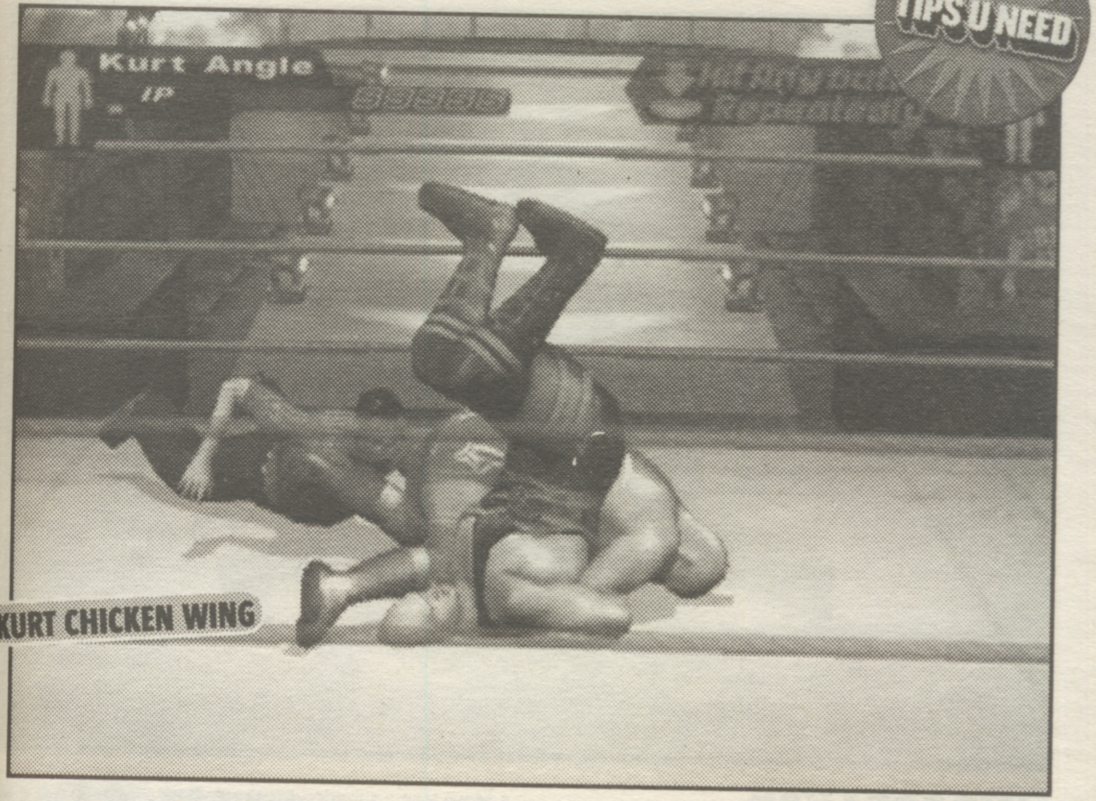
TRIPLE H

TRIPPLE H SMASH

1 Move into a signature grapple base... (●+⬅)

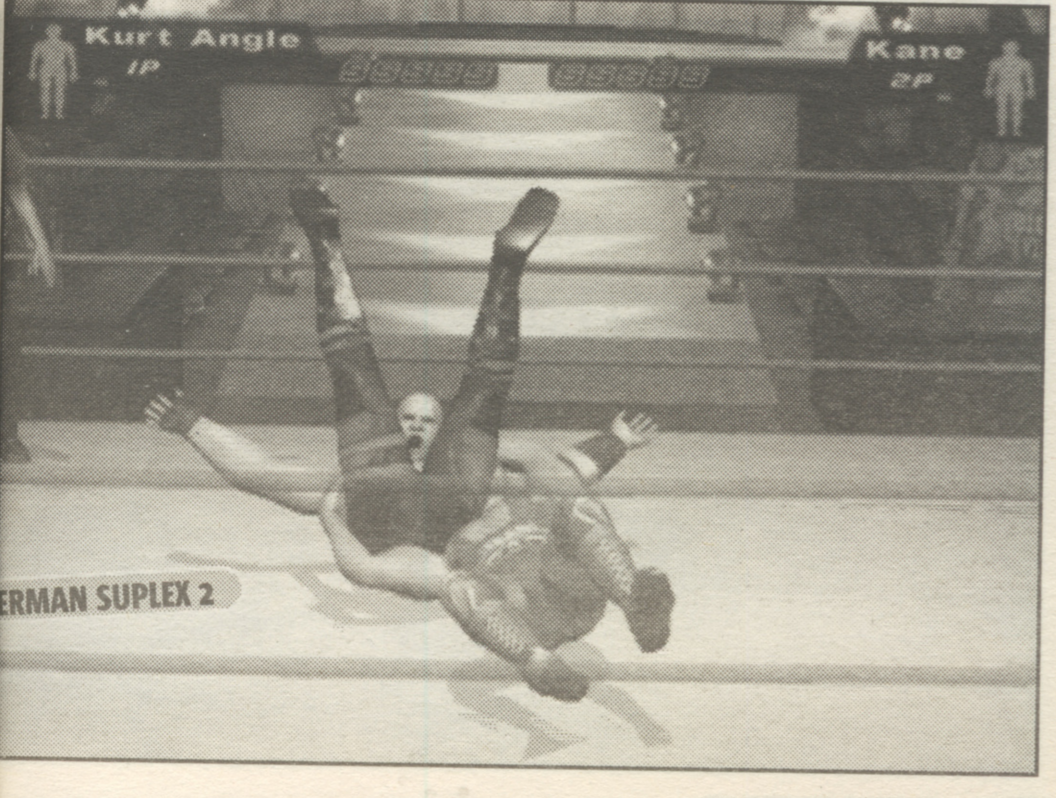
2...then press ●+⬇ to perform the Smash!

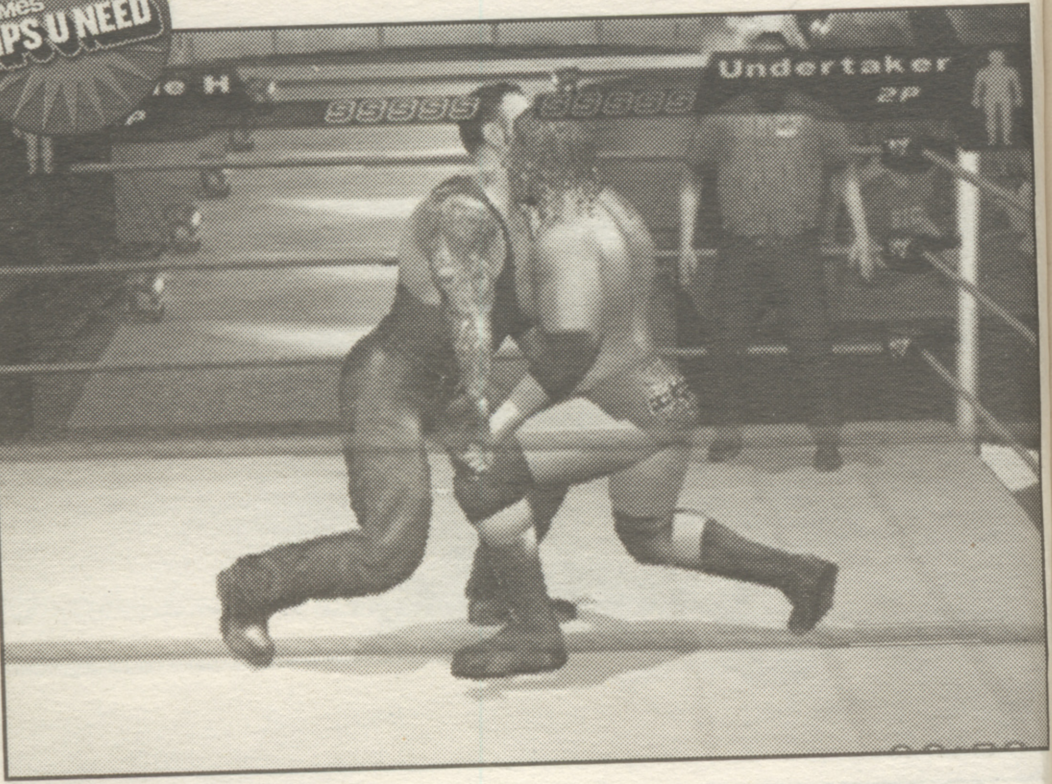



Kurt Angle
1P
KURT CHICKEN WING

KURT ANGLE

▲ Move into a submission grapple base... (●+⬇) then press K+C to perform it
▼ Move into a signature grapple base... (●+⬅) then press K+C to pull it off


Kurt Angle
1P
Kane
2P
ERMAN SUPLEX 2

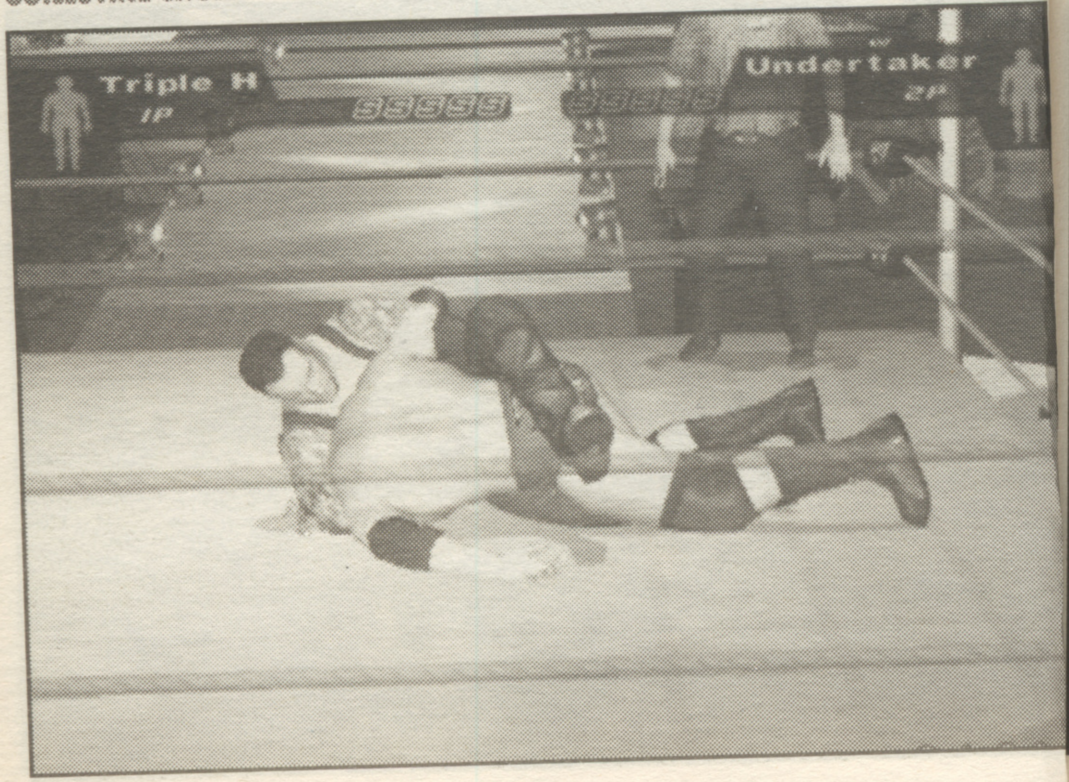

Triple H
1P
Undertaker
2P

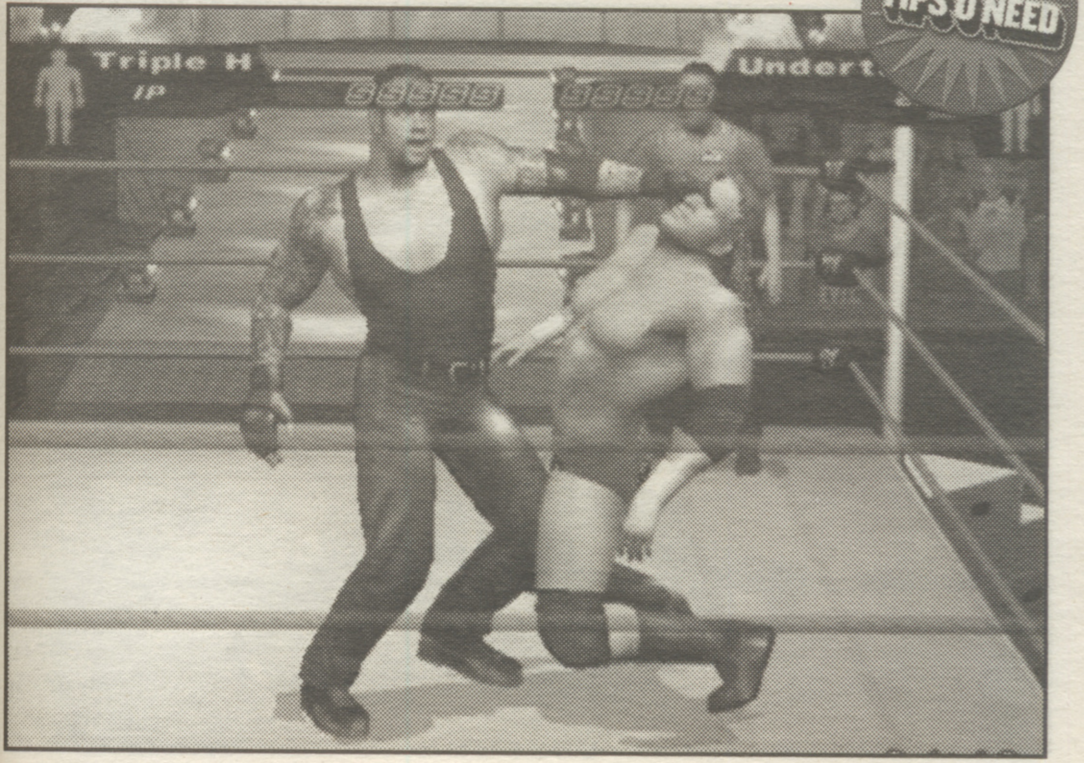
UNDERTAKER

GUILLOTINE CHOKE

1 Move into a submission grapple base... (●+⬇)

2 ...then press ●+⬅ to perform it


Triple H
1P
Undertaker
2P

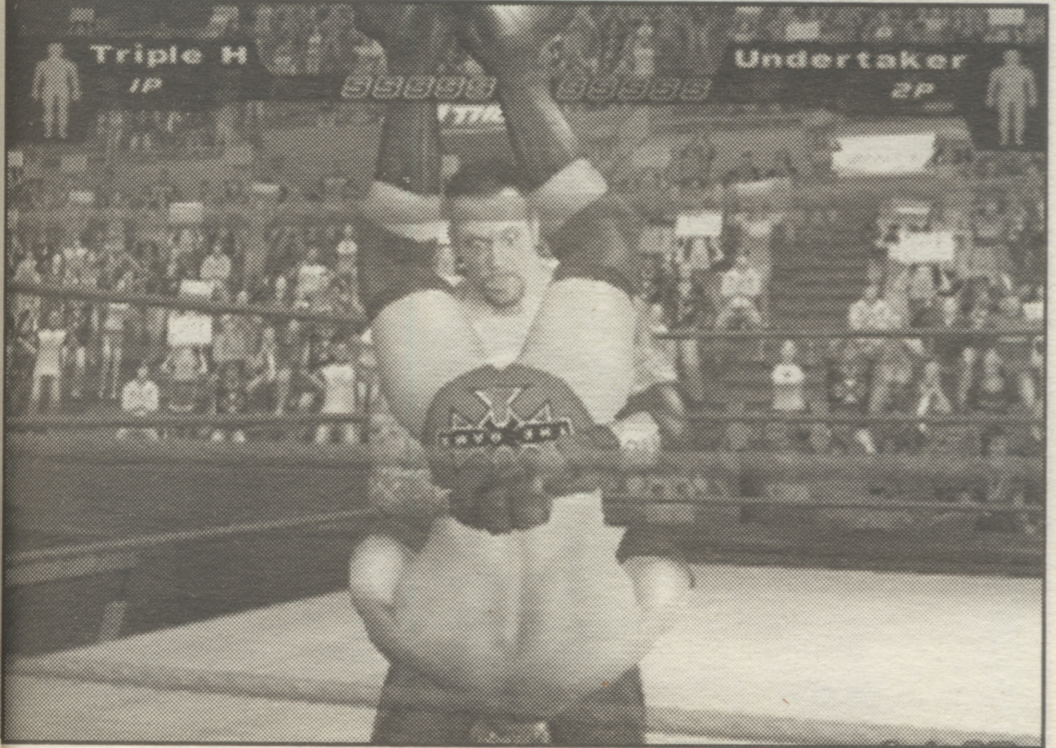

Triple H
1P
Undertaker

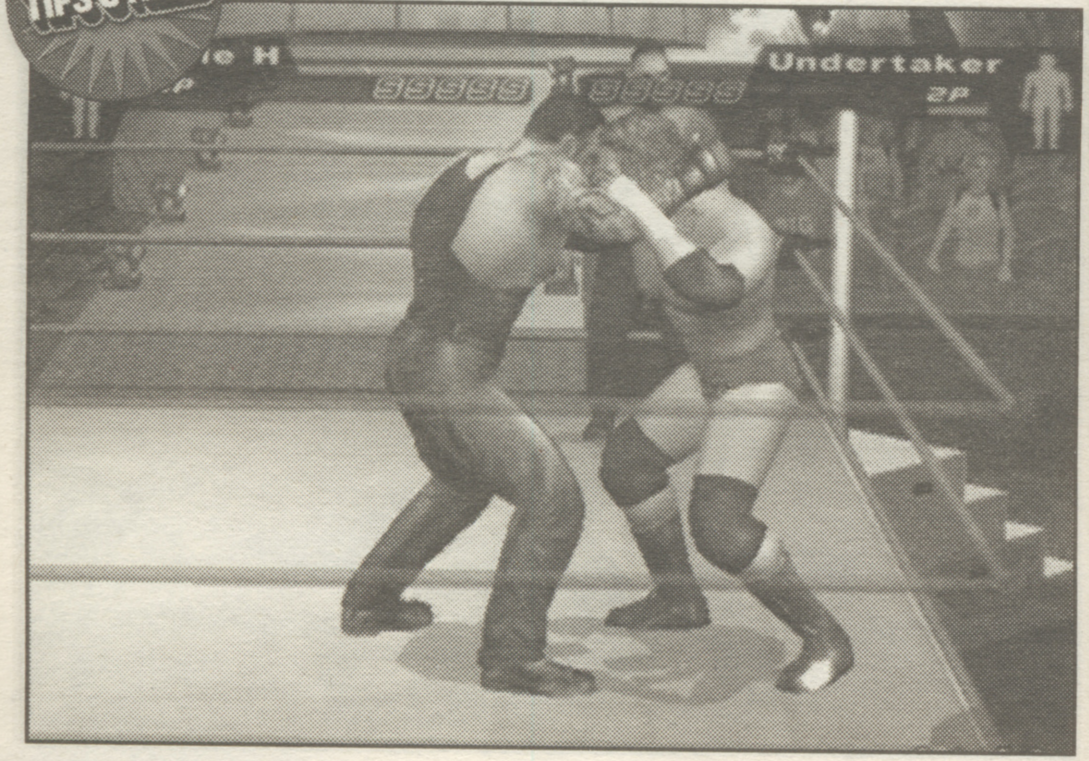
UNDERTAKER

TOMBSTONE PILE DRIVER 3

1 Move into a signature grapple base... (●+⬅)

2 ...then press ●+⬇ to begin a world of pain


Triple H
1P
Undertaker
2P

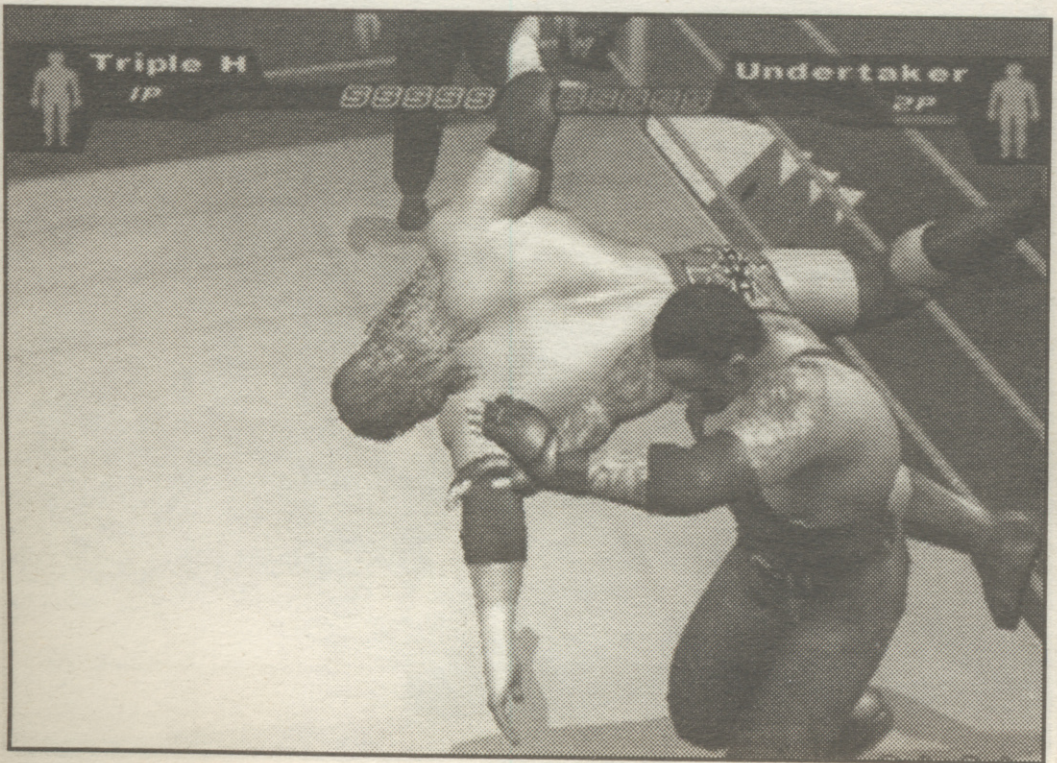

e H
2P
99999
99999
Undertaker
2P

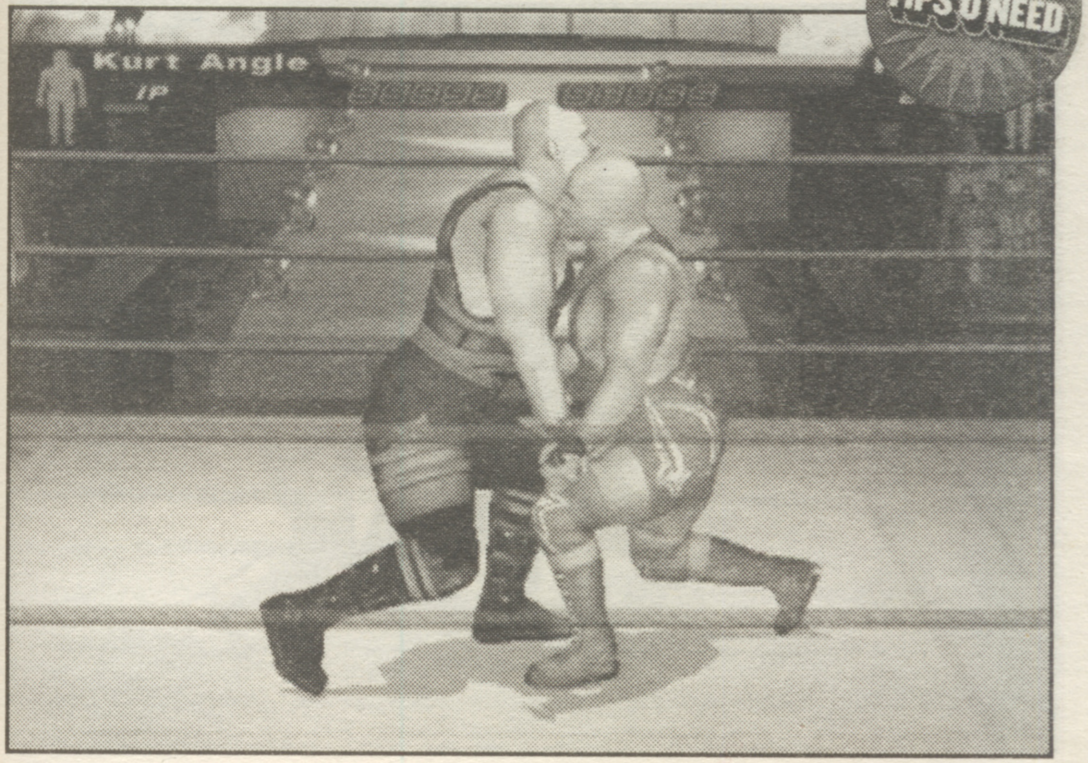
UNDERTAKER

UNDERARM ARM WRENCH

1 Move into a power grapple base... (◉+⬆)

2 ...then press ◉+⬇ to unleash muchos suffering


Triple H
1P
99999
99999
Undertaker
2P

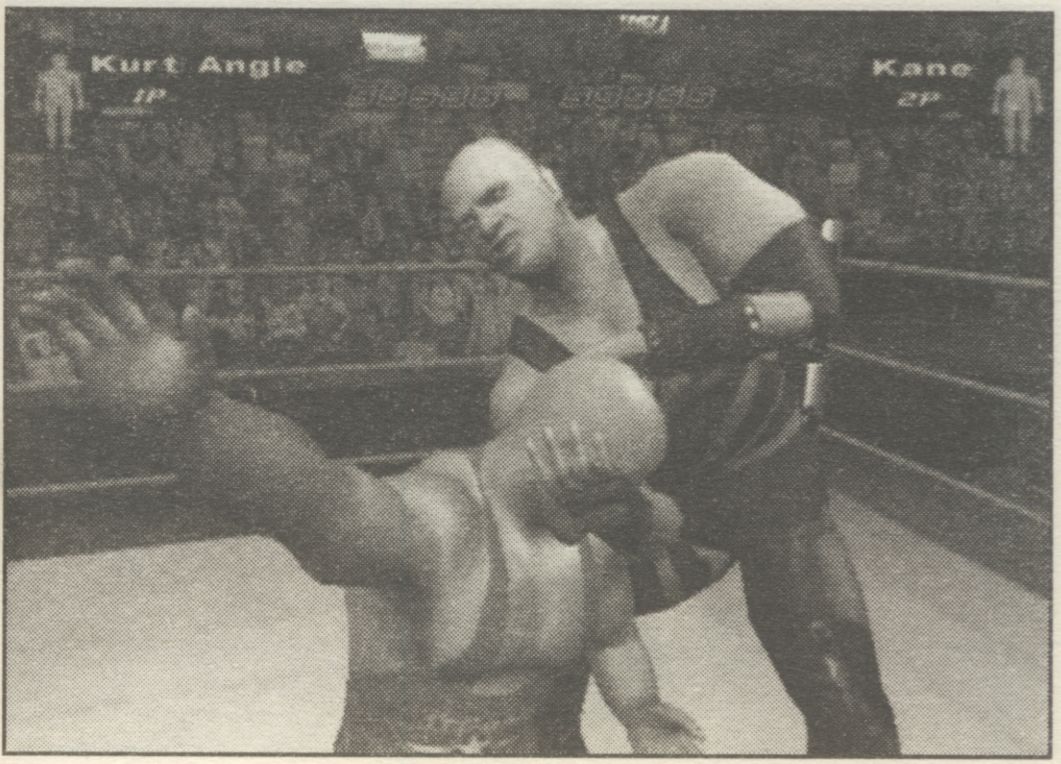

Kurt Angle
1P
99999
99999

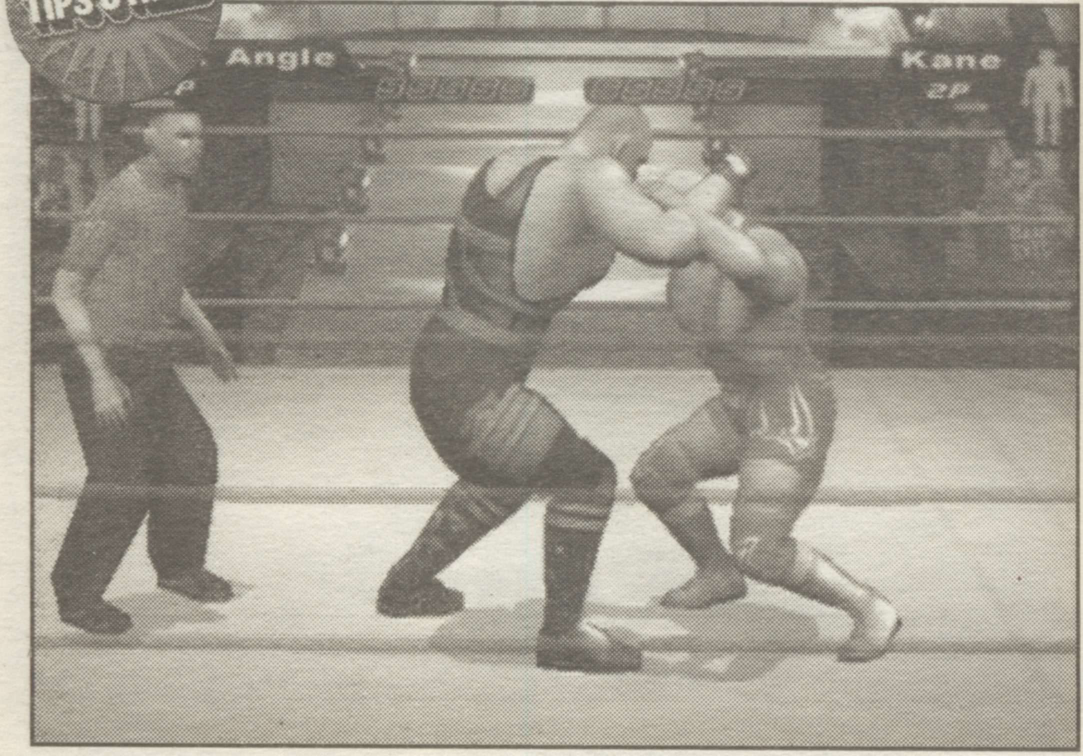
KANE

SNAPMARE & NECK LOCK

1 Move into a submission grapple base... (◉+⬇)

2 ...then press ◉+⬅ to perform it


Kurt Angle
1P
99999
99999
Kane
2P

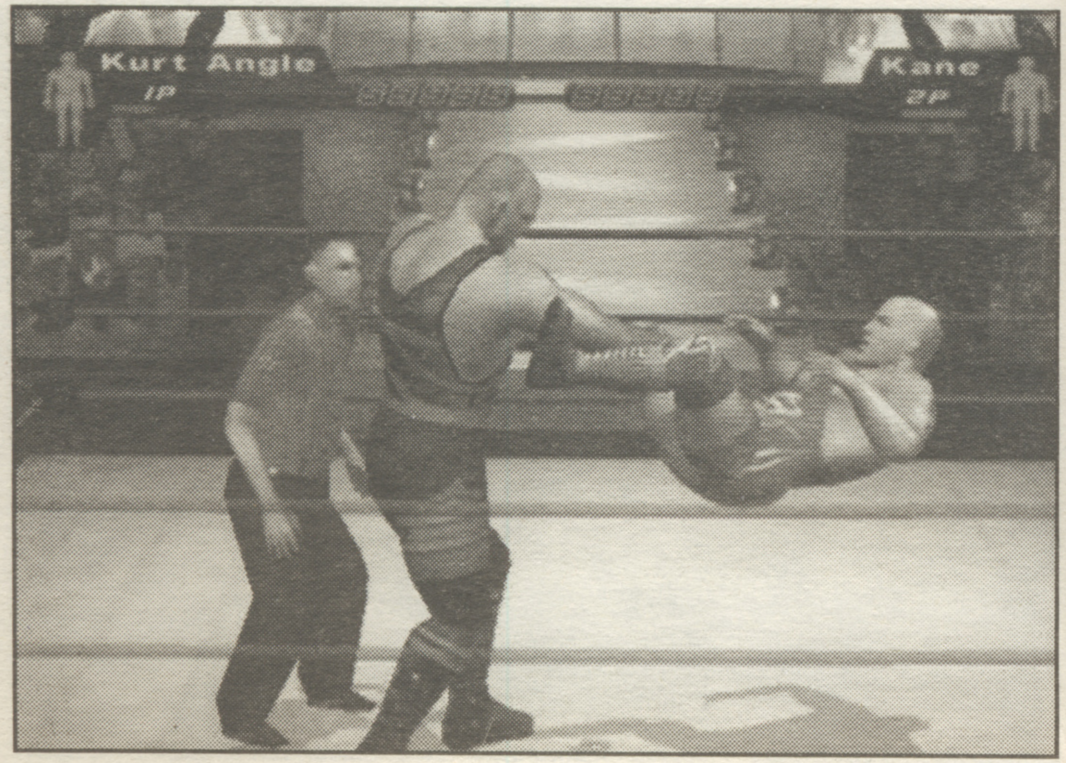

Angle
Kane
2P

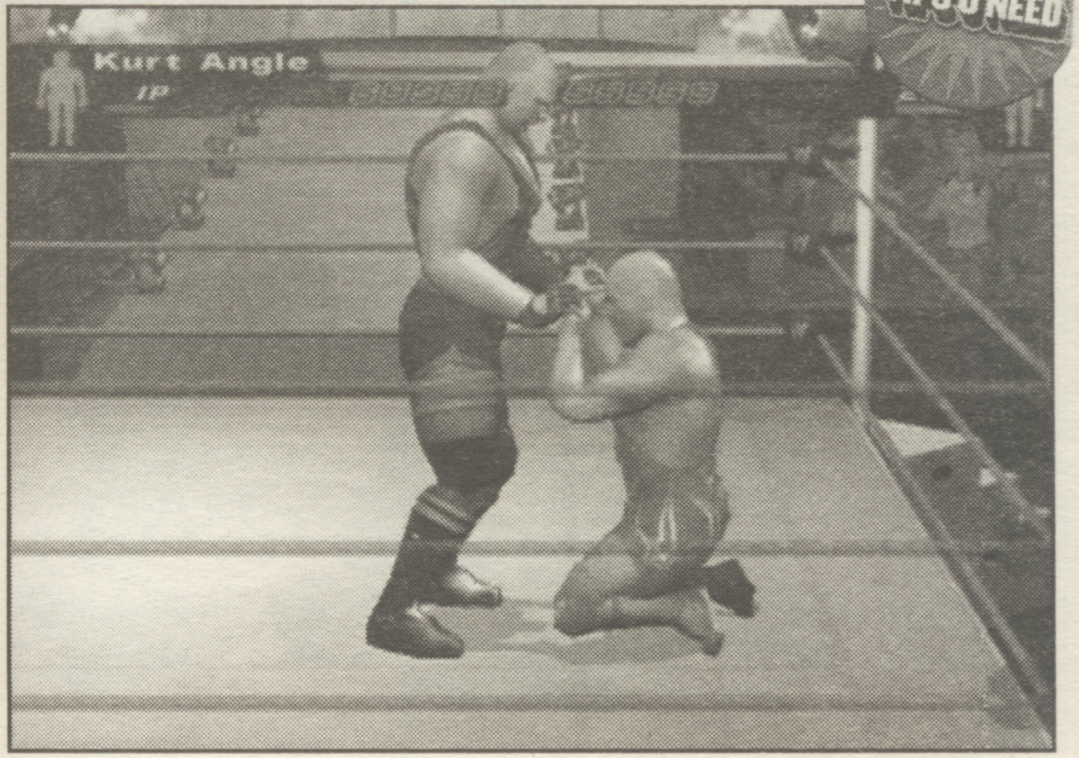
KANE

KANE LIFTING & TOSS

1 Move into a signature grapple base... (◉+⬅)

2 ...then press ◉+⬅ to pull it off


Kurt Angle
1P
Kane
2P

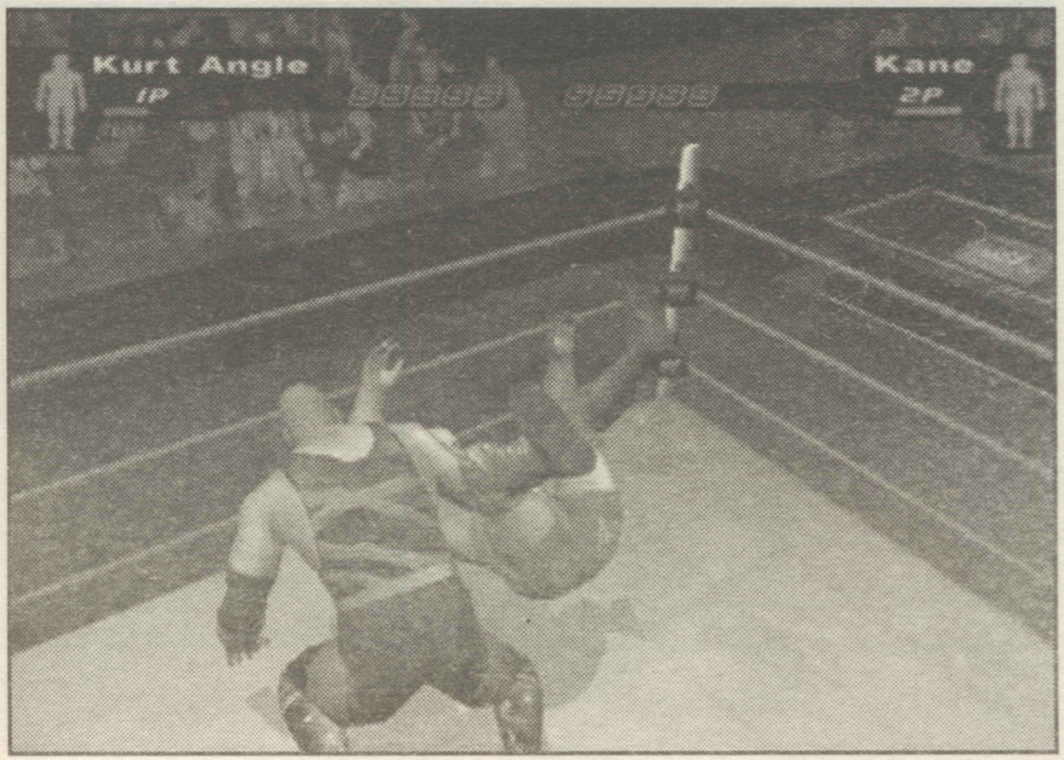

Kurt Angle
1P

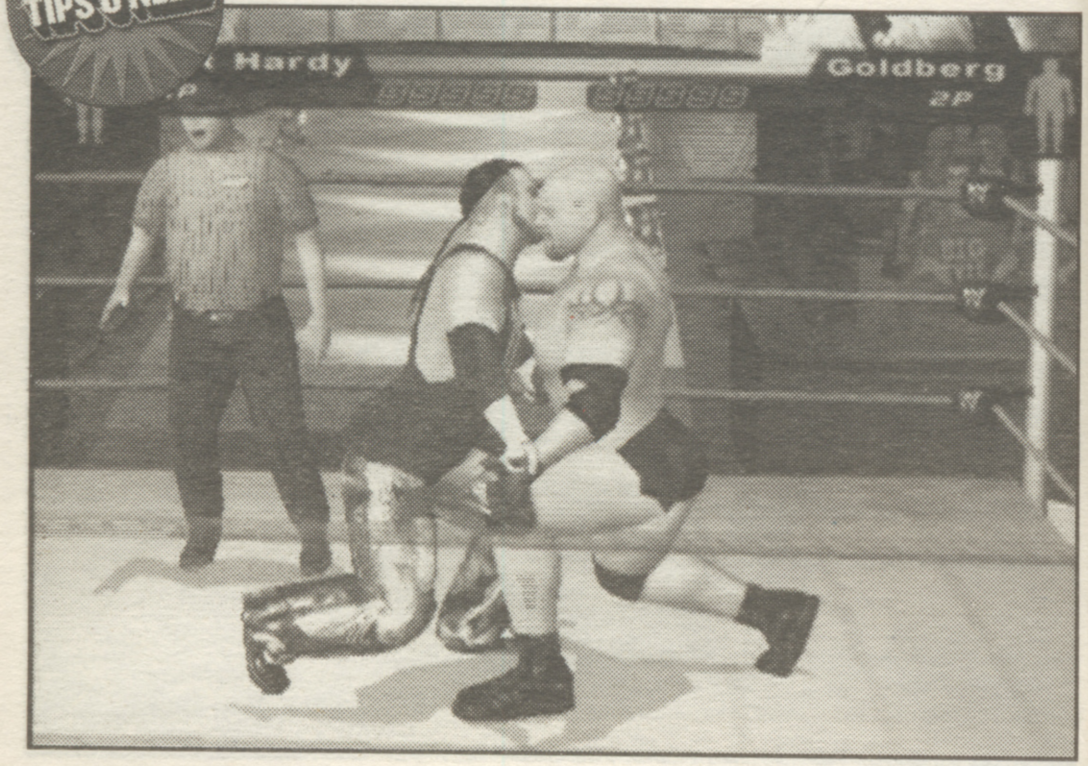
KANE

FULL NELSON SLAM

1 Move into a power grapple base... (◉+⬆)...

2 ...then press ◉+⬇ for a Nelson the admiral himself would be proud of


Kurt Angle
1P
Kane
2P

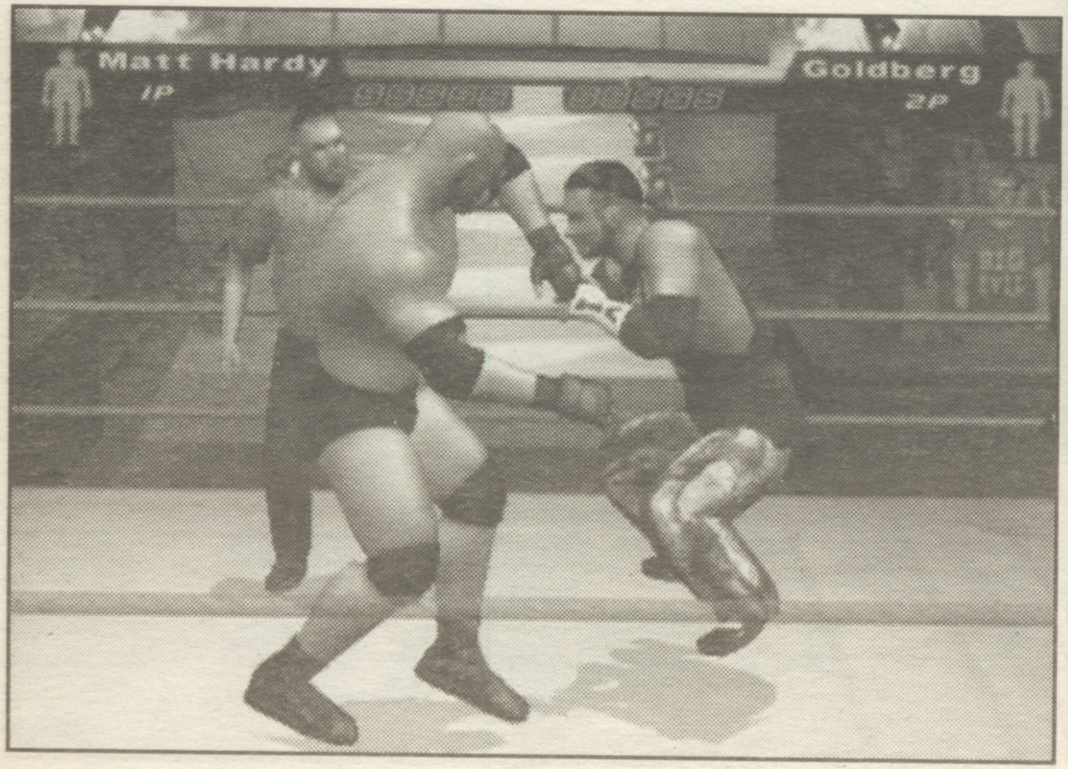

Hardy
Goldberg
2P

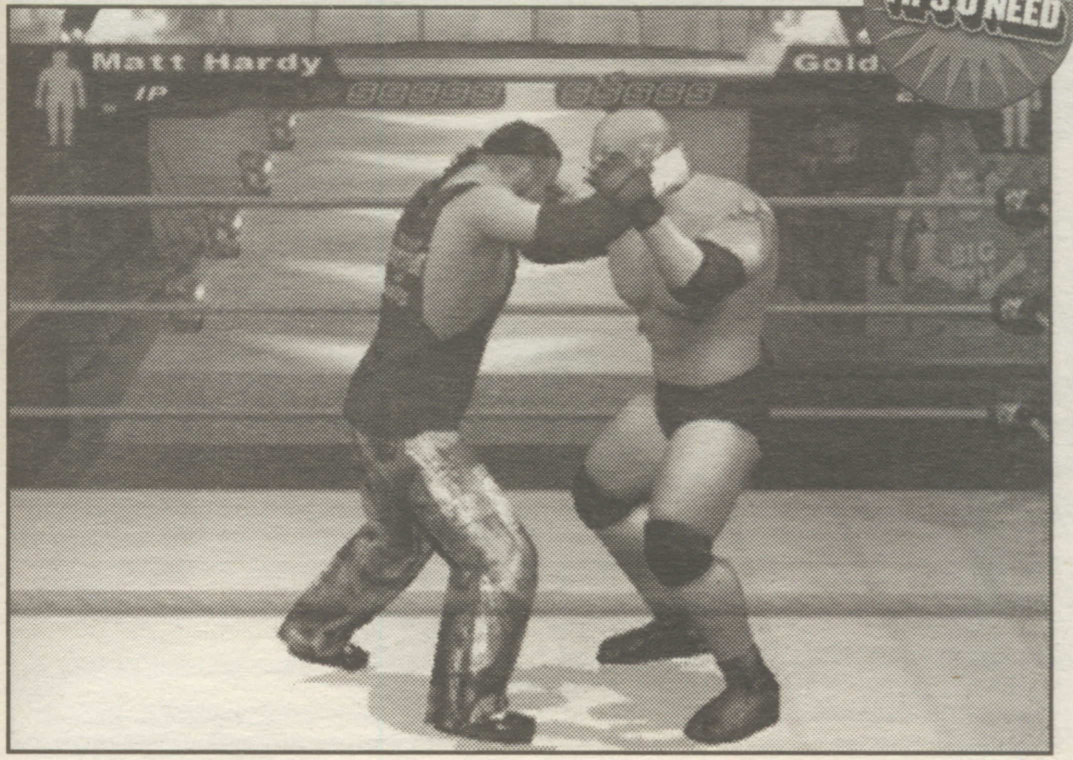
MATT HARDY

WRIST & ARM WRENCH

1 Move into a submission grapple base... (●+⬇)

2 ...then press ●+⬆ to perform it


Matt Hardy
1P
Goldberg
2P

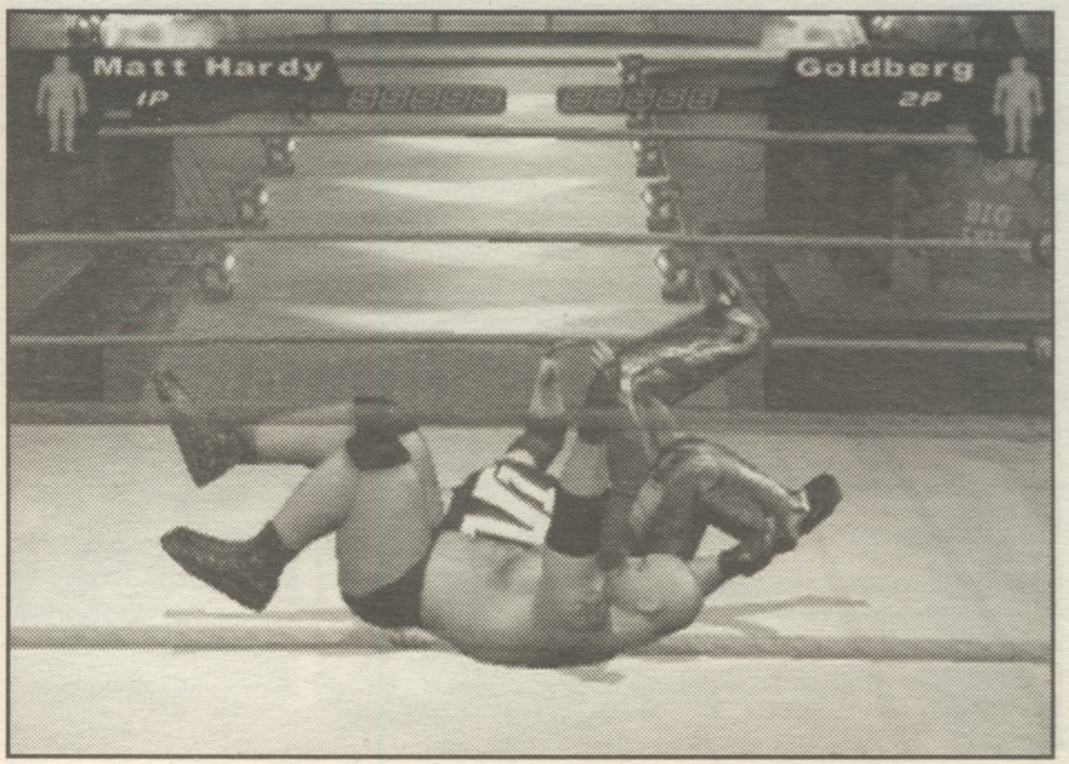

Matt Hardy
1P
Gold

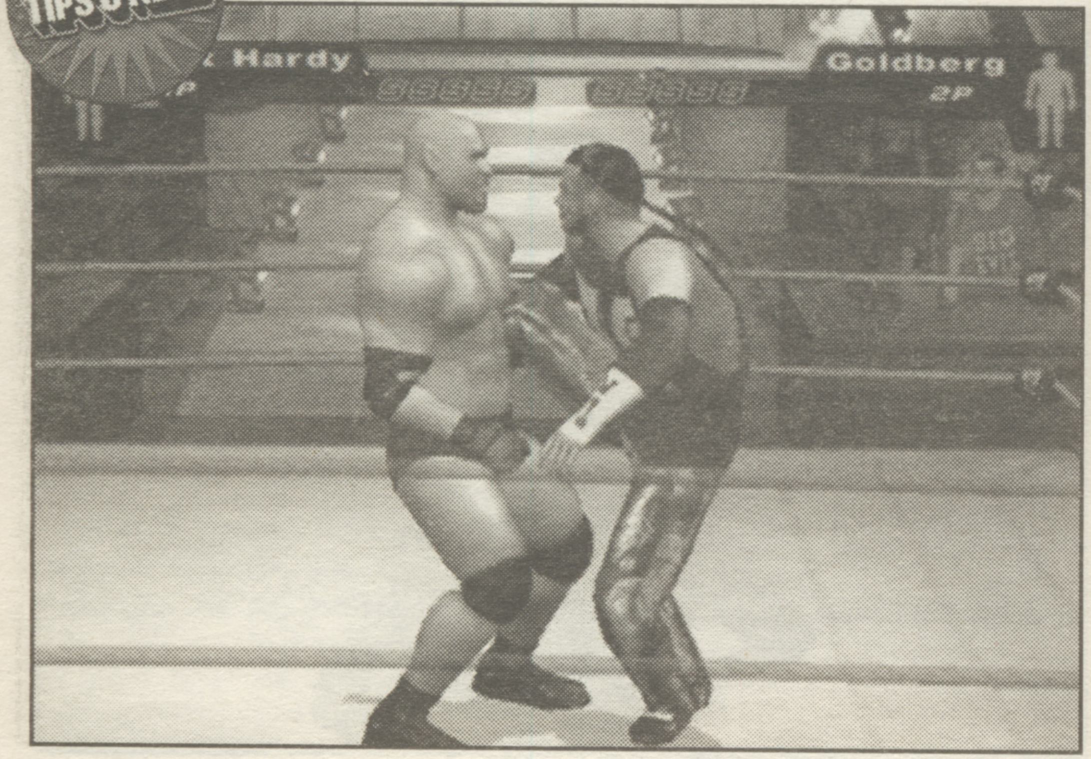
MATT HARDY

CUT WRENCH SUPLEX 2

1 Move into a signature grapple base... (●+⬅)

2 ...then press ●+⬇ to pull it off


Matt Hardy
1P
Goldberg
2P

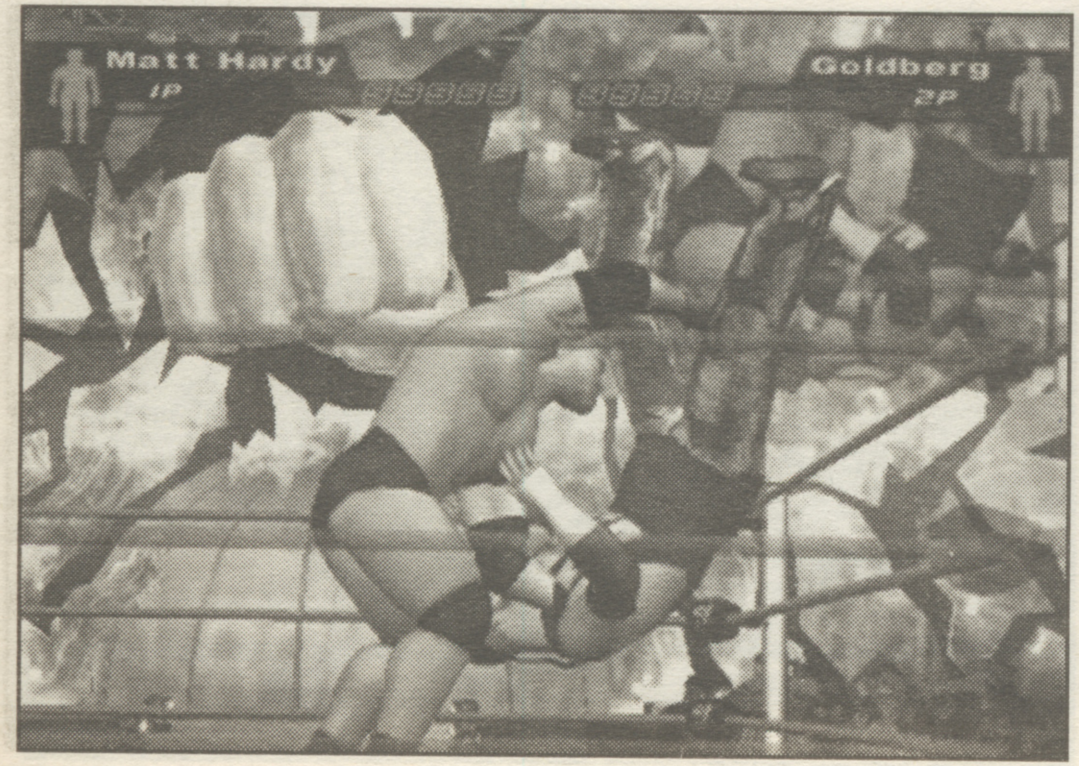

Hardy
Goldberg
1P
2P

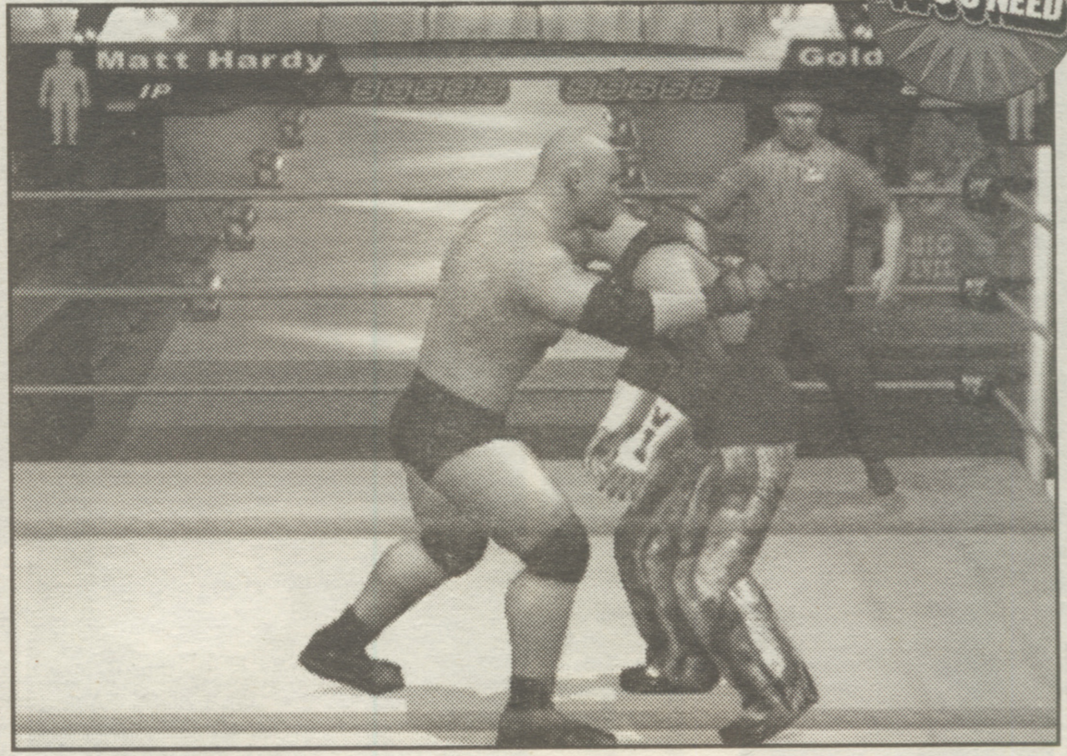
GOLDBERG

SCOOP SLAM & KNEE

1 Move into a signature grapple base... (●+⬅)

2 ...then press ●+⬅ to pull it off


Matt Hardy
1P
Goldberg
2P

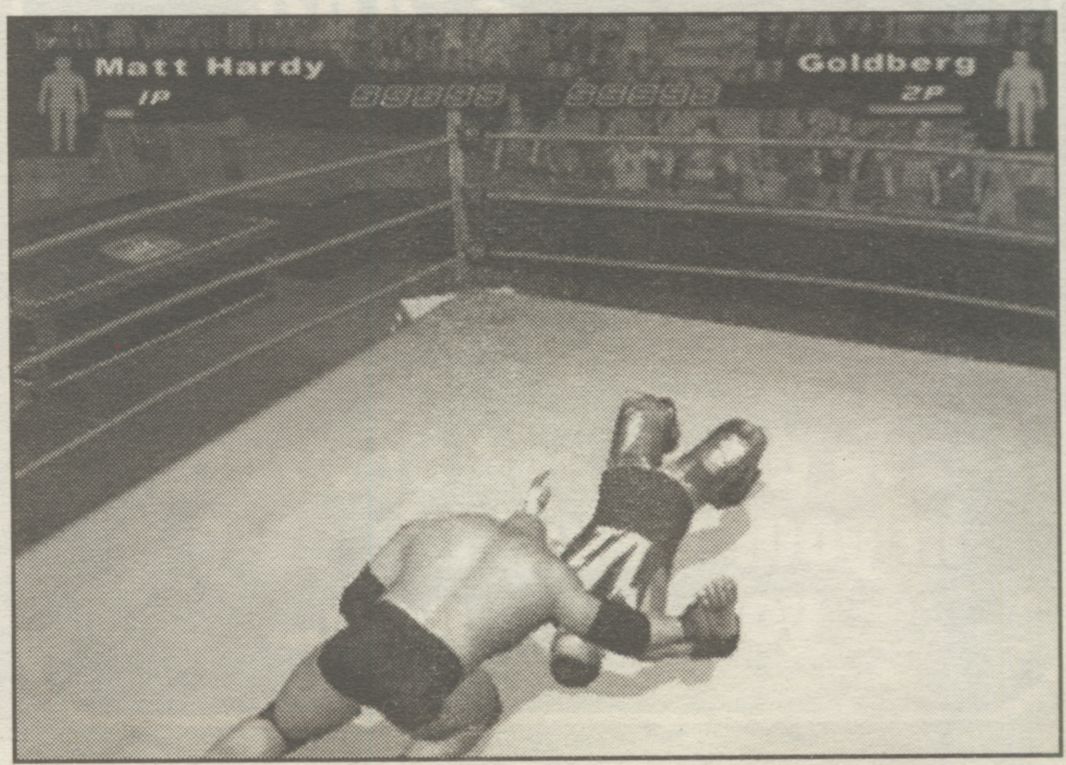

Matt Hardy
1P
Gold

GOLDBERG

BODY PRESS FRONT SLAM 2

1 Move into a power grapple base... (●+⬆)

2...then press ●+⬅ to perform it. Blam!


Matt Hardy
1P
Goldberg
2P

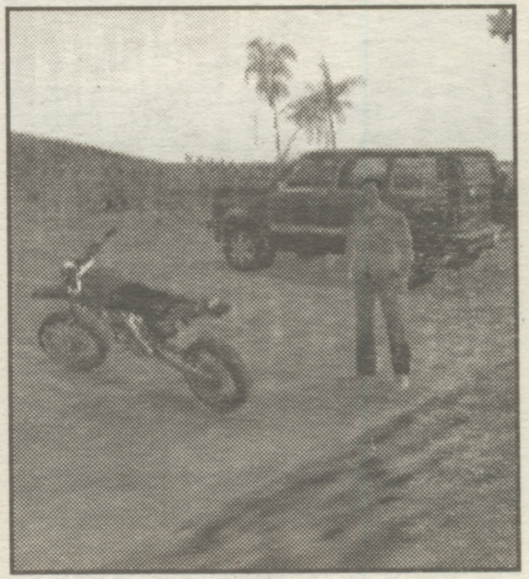
grand theft auto vice city

Leave death and destruction in your wake! It's easy if you know how...

CHECKPOINT RACES

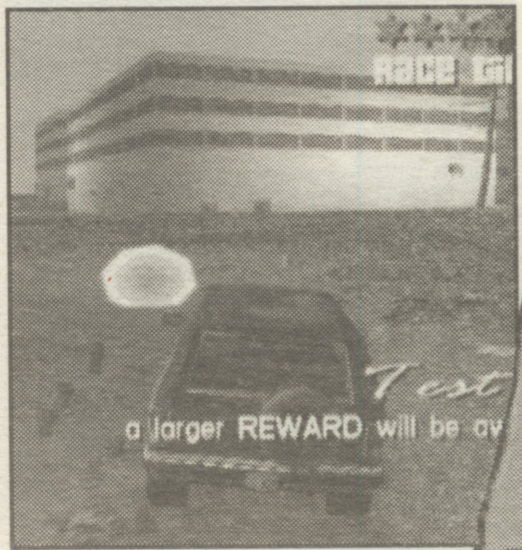
You will have to complete all of these if you want to get 100 per cent. They may not appear until after you've unlocked the second island.

TRIAL BY DIRT



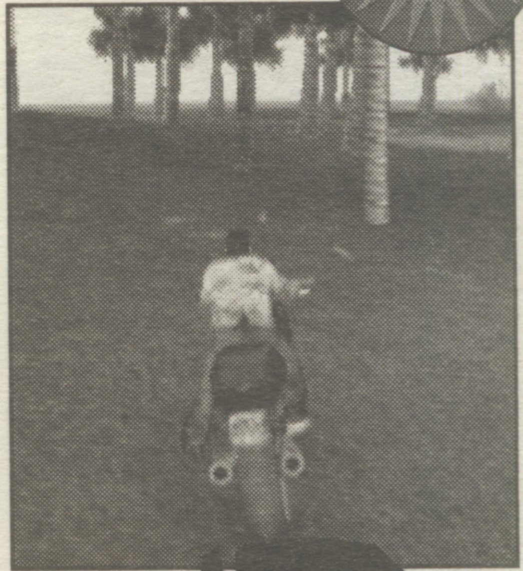
● Find the dirt track on the northeastern corner of Downtown. A Sanchez is parked on it. Get on the bike to start the clock. Drive through the checkpoints. Take an Uzi for the second lap as you'll be attacked

TEST TRACK

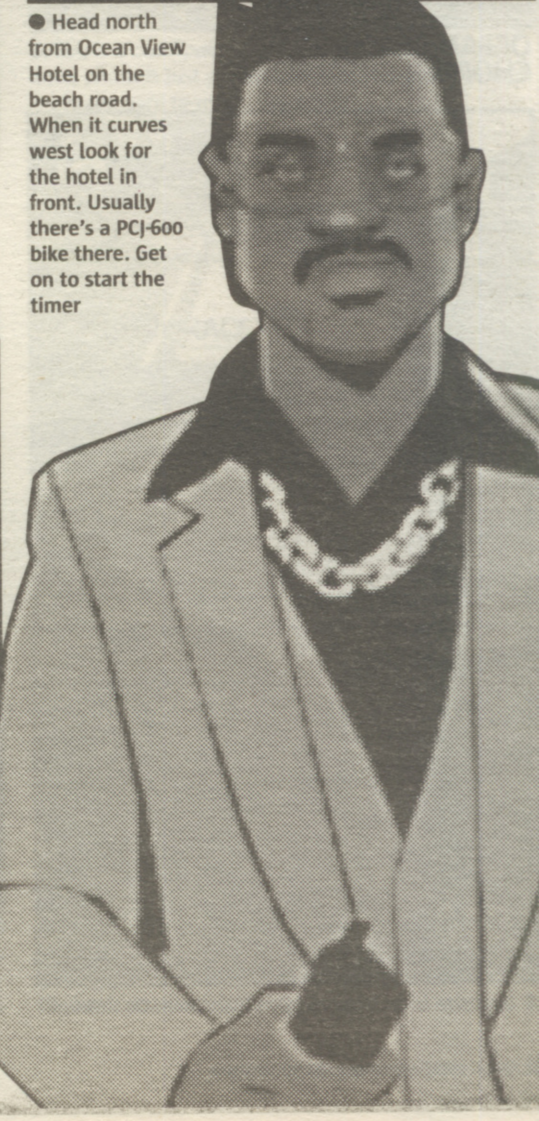


● Find the dirt track on the northeastern corner of Downtown. There is a Landstalker parked on it. Get in to start the timer. You need to do two laps of the course by following the checkpoints

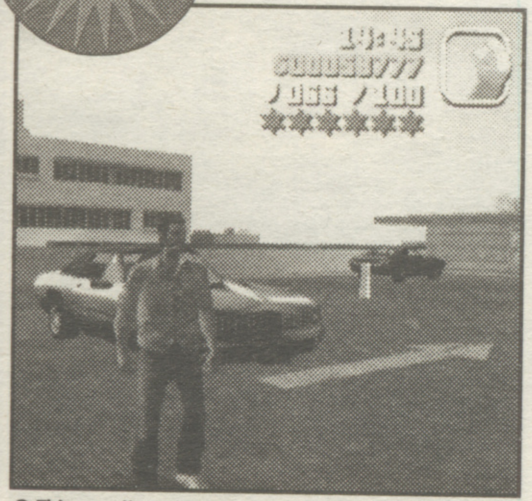
PCJ PLAYGROUND



● Head north from Ocean View Hotel on the beach road. When it curves west look for the hotel in front. Usually there's a PCJ-600 bike there. Get on to start the timer

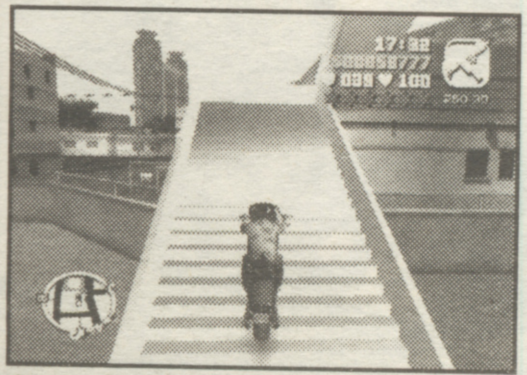


CONE CRAZY



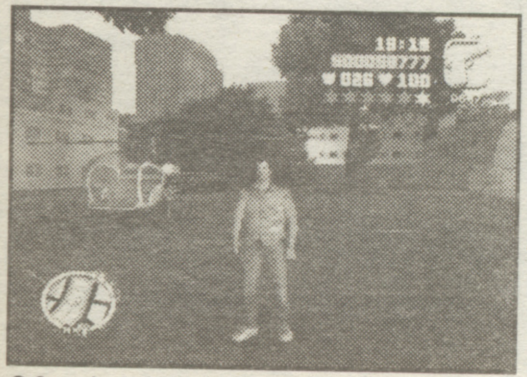
● This usually appears on the top level of the ivy-clad multistorey carpark in Ocean Beach. At the top is usually a Stallion (if not, drive away, then come back).

OCEAN BEACH CHOPPER CHECKPOINT



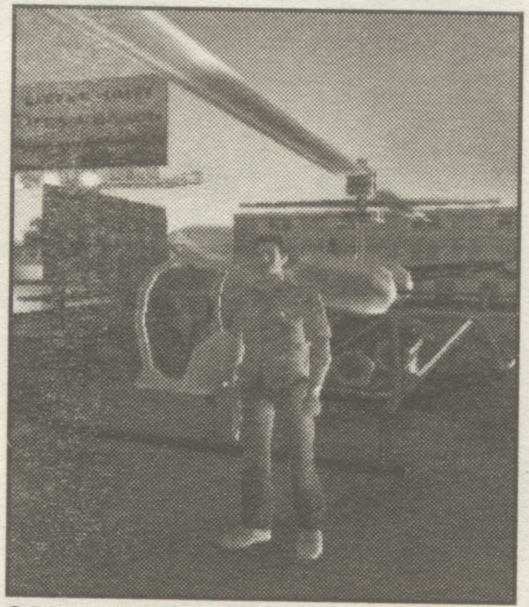
● In the yard of the white building is a bike. Jump up the stairs on it to the first roof. On the next roof is the Sparrow. Get in and start the race

VICE POINT CHOPPER CHECKPOINT



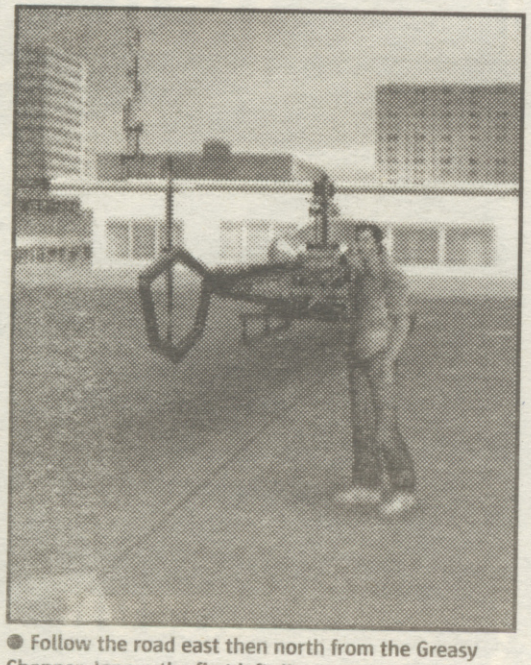
● Opposite Links View Heights is an arch. Go through; check the grass on the right for the Sparrow. The checkpoint starts as you enter the chopper

LITTLE HAITI CHOPPER CHECKPOINT



● Best reached by helicopter. Fly to Kaufman cabs in Little Haiti. Fly east from Kaufman Cabs and you should see the Sparrow on the roof of a building to the left. Get in to start the event

DOWNTOWN CHOPPER CHECKPOINT

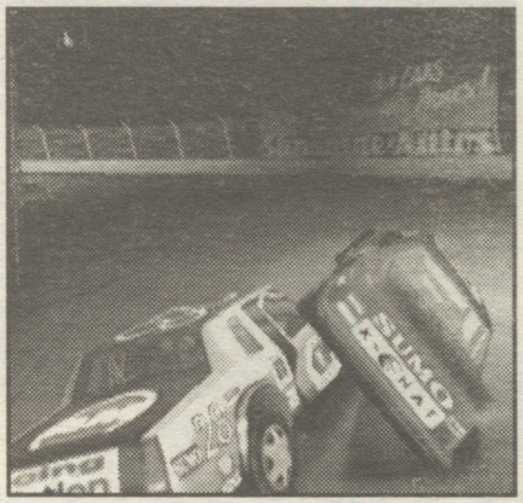


● Follow the road east then north from the Greasy Chopper. Ignore the first left. Keep your eyes left. When you see some cream-coloured steps climb up them to find the Sparrow

THE HYMAN MEMORIAL STADIUM

Arena events take place inside the stadium. It is only open between 20:00 and 23.59. The big signs over the approach roads to the stadium should tell you which event is going on that day.

HOTRING



● A Nascar-type event over 12 laps. When your damage meter's down to about a quarter, stop in the pit area to repair. Drive carefully and you should win

BLOODRING

● You have to race for the checkpoints while trying not to be destroyed by the other cars. You only need to survive for one minute – not too hard

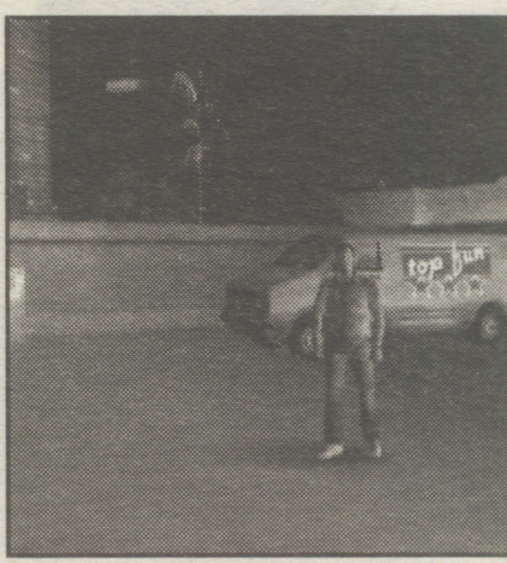
DIRTRING

● This is a checkpoint stunt course. There's no time limit, which is just as well as some of the checkpoints are really hard to reach. Good luck

RC RACES

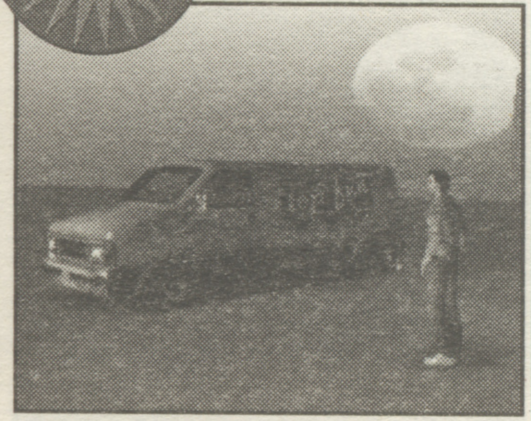
To get these you have to enter one of the Topfun vans. They're not worth a lot of money to you but you will need to finish them all if you are planning on getting 100 per cent.

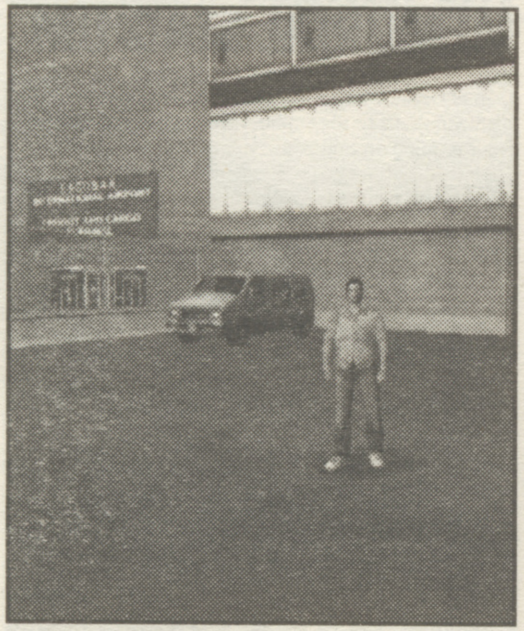
RC BARON RACE



● Get on the top storey of the carpark next to North Point Mall. Fly a remote-controlled plane in a race through checkpoints. The other planes are fairly slow the hard bit is steering

RC BANDIT RACE





● The Topfun van is parked by the side of the dirtring track at the north end of the beach. This is a tricky remote-controlled car race but concentrate and you'll do it

RC RAIDER PICK-UPS

● In the southern part of the airport. From Sunshine Autos drive south, then west to the airport. After the sign go left to the southern-most entrance – the van is by a gate

RAMPAGES: OCEAN BEACH

RAMPAGE 1

● Run over and kill 30 Gang Members in two minutes. On the beach just to the north of the lighthouse.

RAMPAGE 2

● Kill 30 Gang Members in two minutes. Molotovs. From Ocean View Hotel drive south. On the left is an unmarked gravel track heading towards the lighthouse. Drive down; the rampage is on the left.

RAMPAGE 3

● Kill 25 Gang Members in two minutes. Shotgun. On the top of the Washington Mall. Use the spiral ramp to get up.

RAMPAGE 4

● Kill 10 Gang Members in two minutes. Katana. From the front of the Ocean View Hospital drive south. Go past the first left. On the left is a green hedge. Enter the third gap, go south then east between the two houses. Go straight and look behind the tree.

RAMPAGE 5

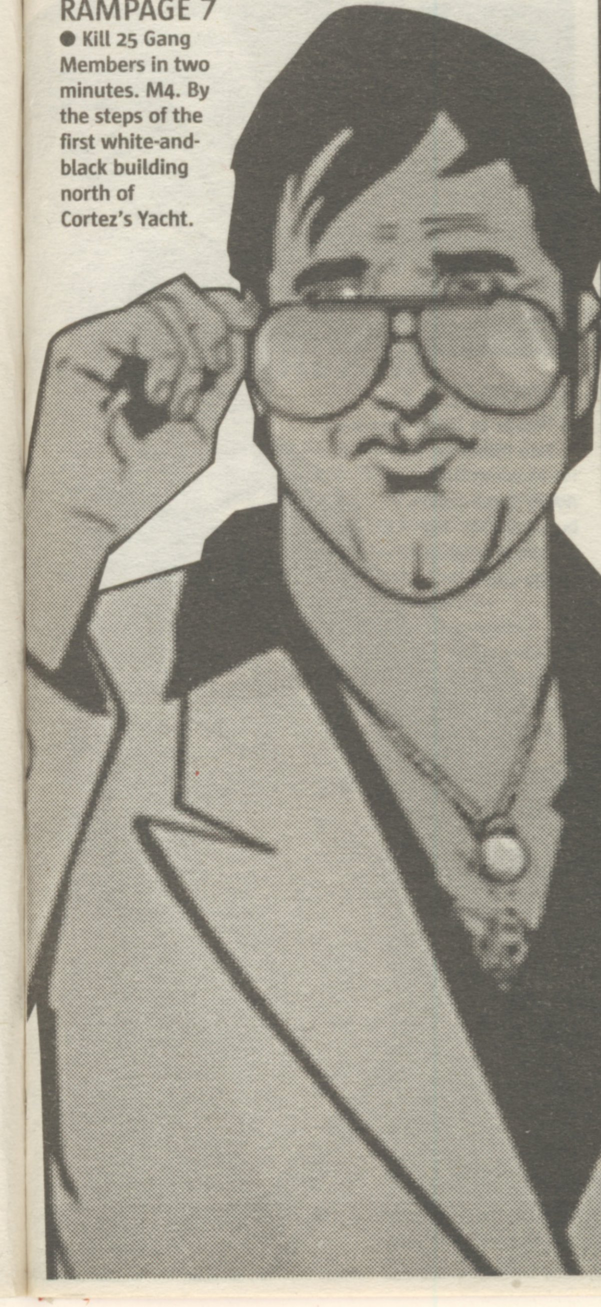
● Kill 25 Gang Members in two minutes. PSG-1. Go to the top of the multistorey carpark near the Ocean View Hotel. Walk off the ramp on the top and then drop down on to the roof below. The rampage is on the corner.

RAMPAGE 6

● Kill 20 Gang Members in two minutes. Chainsaw. From Raphael's enter the tall apartment to the northeast. The rampage is behind the wall.

RAMPAGE 7

● Kill 25 Gang Members in two minutes. M4. By the steps of the first white-and-black building north of Cortez's Yacht.



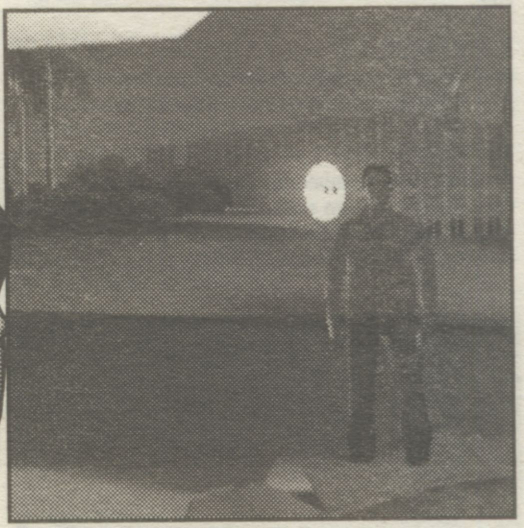
RAMPAGE 8

● Destroy 10 Vehicles in two minutes. Rocket Launcher. Get a helicopter and fly to the western-most of the three wooden islands south of Cortez's Yacht.

RAMPAGES: WASHINGTON BEACH

RAMPAGE 9

● Kill 25 Gang Members in two minutes. MP5. From Bunch of Tools cross the road to the east and enter the concrete yard. In front of a pink building.



RAMPAGE 10

● Kill 30 Gang Members in two minutes. SPAS-12. Follow beach north from Ocean View Hotel. As it curves west get out of your car, enter the grounds of the first hotel to the north. It's behind a bush.

RAMPAGES: VICE POINT

RAMPAGE 11

- Kill 10 Gang Members in two minutes. PSG-1. Enter the grounds of the hotel to the southeast of the Malibu Club. Go behind it to an area with a drained swimming pool. Climb to the highest diving board to find the rampage.

RAMPAGE 12

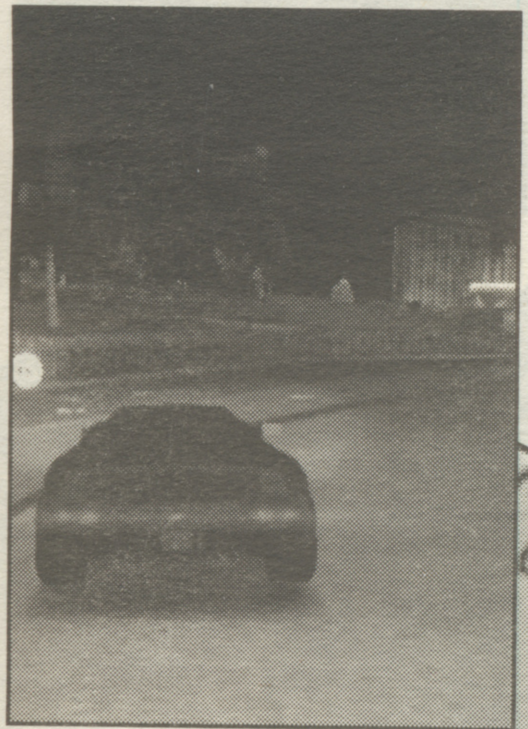
- Kill 20 Gang Members in two minutes. Chainsaw. The rampage is on the docks by the north side of the bridge leading off to the golf club.

RAMPAGE 13

- Kill 35 Gang Members in two minutes. M4. It's located next to the eastern entrance of the North Point Mall.

RAMPAGE 14

- Kill 25 Gang Members in two minutes. Python. Opposite the eastern entrance to the North Point Mall is an orange and white building. Go behind this building to the beach and the rampage is by the wall.

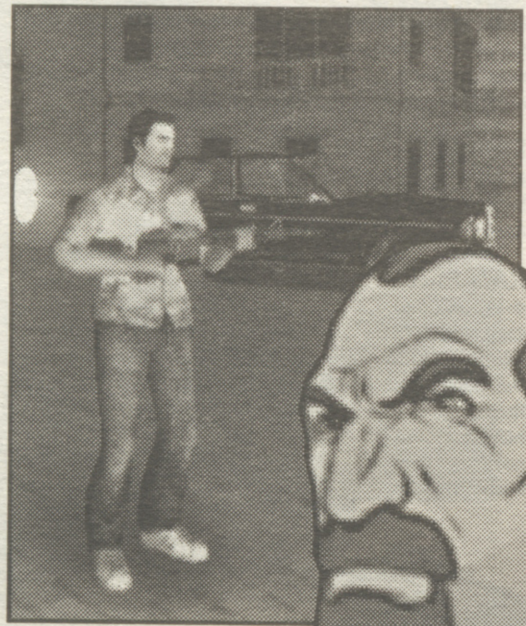


RAMPAGE 15

- Waste 30 Gang Members in two minutes. Uzi. By the North Point Mall is a multistorey carpark. Opposite this is a building; the rampage is behind it.

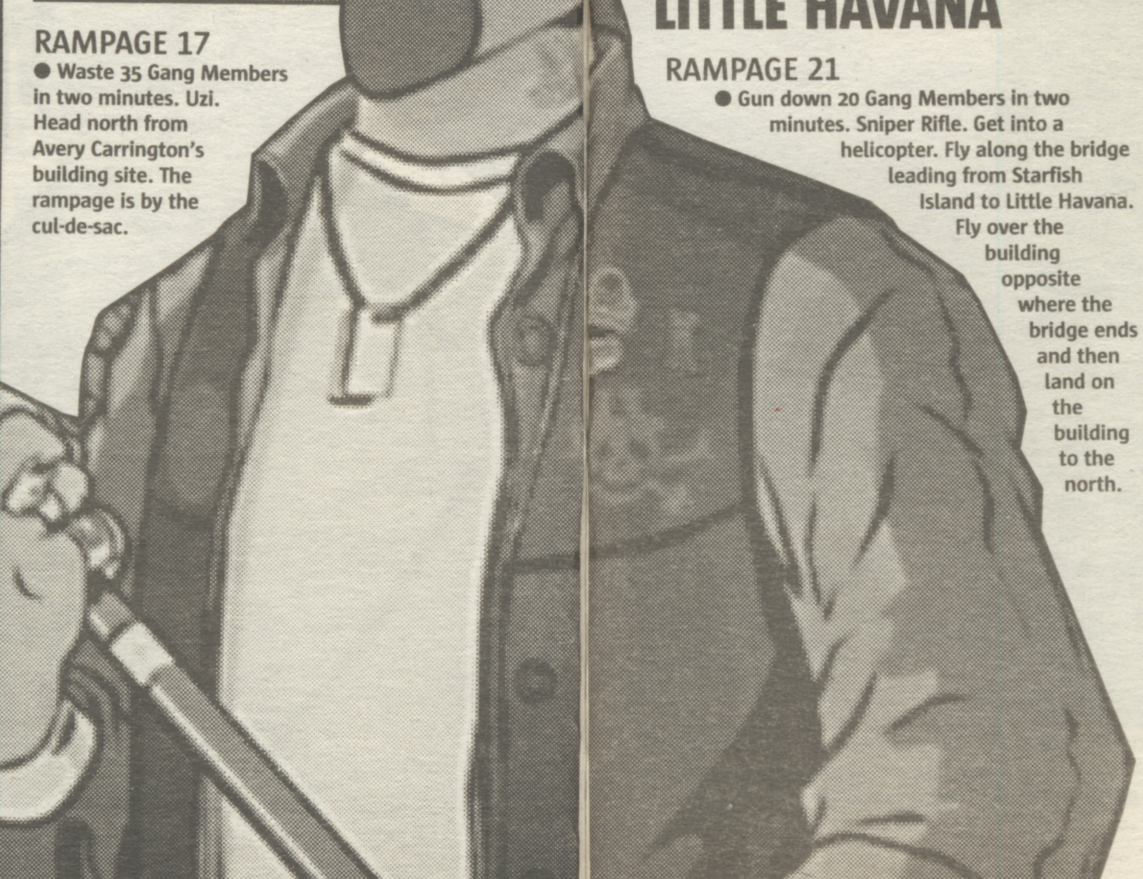
RAMPAGE 16

- Kill 30 Gang Members in two minutes. Rocket Launcher. Inside the North Point Mall. Go upstairs to a shop called Vinyl Countdown. The rampage is by some planted palm trees.



RAMPAGE 17

- Waste 35 Gang Members in two minutes. Uzi. Head north from Avery Carrington's building site. The rampage is by the cul-de-sac.



RAMPAGES: STARFISH ISLAND

RAMPAGE 18

- Run over and kill 35 Gang Members in two minutes. As you come off the bridge from Little Havana look in the grounds of the first house to the left

RAMPAGES: VICE PORT

RAMPAGE 19

- Destroy 15 Vehicles in two minutes. Rocket Launcher. On the deck of the large ship that's moored on the east side of Vice Port. The rampage is by the ship's southern funnel.

RAMPAGE 20

- Kill 35 Gang Members in two minutes. Grenades. Start heading northwards from the Vice Port Pay 'N' Spray. Take a left turn when you reach the crossroads and then turn into the grounds of the large orange hotel. Carry on past the pool and look left – the rampage is on the grass.

RAMPAGES: LITTLE HAVANA

RAMPAGE 21

- Gun down 20 Gang Members in two minutes. Sniper Rifle. Get into a helicopter. Fly along the bridge leading from Starfish Island to Little Havana. Fly over the building opposite where the bridge ends and then land on the building to the north.

RAMPAGE 22

- Kill 20 Gang Members in two minutes. Ruger. Just to the south of Café Robina (which is by the road that leads to Sunshine Autos) is a building with a flight of stairs leading up the back. The rampage is on top of the building.

RAMPAGE 23

- Kill 25 Gang Members in two minutes. Shotgun. From the Vice City Printing Works take the road west. At the T-junction turn south. At the next T-junction head east and turn on to the grass by the blue building with a ramp. The rampage is on the basketball court behind.

RAMPAGE 24

- Kill 10 Gang Members in two minutes. Katana. Head north from the Cherry Poppers and take the first left. Enter the yard to the right opposite the basketball courts and you'll see that the rampage is in the corner.

RAMPAGES: LITTLE HAITI

RAMPAGE 25

- Kill 30 Gang Members in two minutes. Machine gun. Run north from the front of the Print Works to the end of the wooden fence. Turn into the area behind the small house to find the rampage nearby.

RAMPAGE 26

- Kill 35 Gang Members in two minutes. SPAS-12. From the Print Works head west then take the road going north at the T-junction. On the left you'll see a large billboard. Go up the alley next to the billboard. Follow the dock round to the south to find it.

RAMPAGE 27

- Kill 30 Gang Members in two minutes. M60. Follow the road north from Cherry Poppers. Look out for the Moist Palms Hotel on the left. Drive into the parking area located behind the hotel. Drive on to the grass on the right-hand side, and then look back at the corner of the building. You should see the rampage.

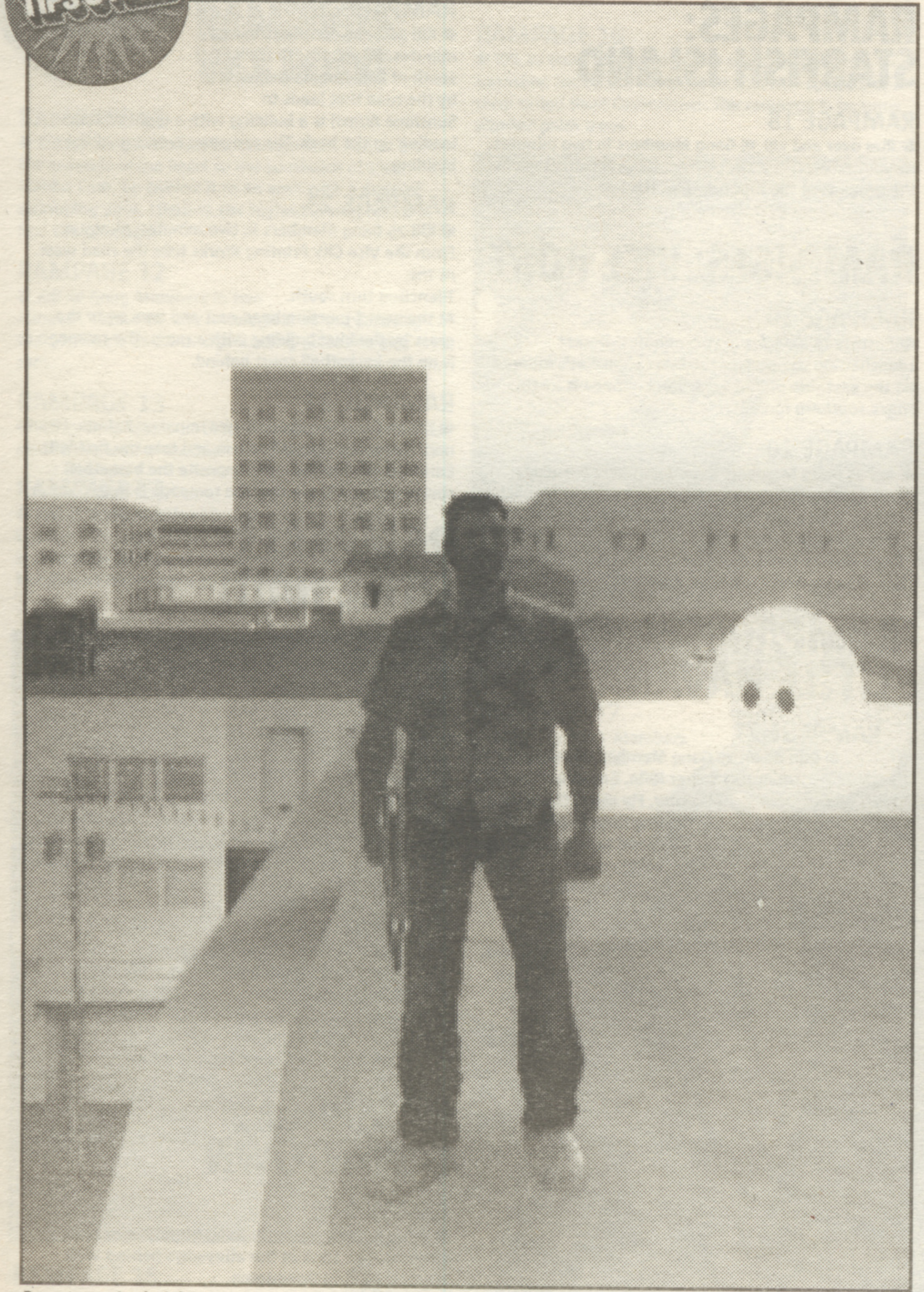
RAMPAGES: DOWNTOWN

RAMPAGE 28

- Drive by and waste 35 Gang Members in two minutes. Uzi. Look in the alleyways behind Well Stacked Pizza in Downtown.

RAMPAGE 29

- Kill 40 Gang Members in two mins. Molotov Cocktails. Come off the bridge from Prawn Island towards



Downtown. Look right as you come off for a whitish building with steps. At the top of the steps is the icon.

RAMPAGE 30

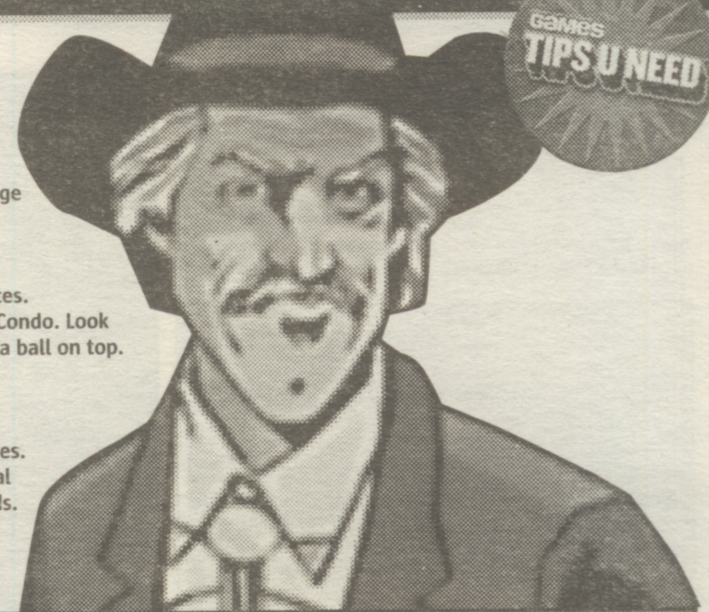
● Kill 25 Gang Members in two mins. Python. Across the road to the south of the Ammu-Nation and Shooting Range is a set of long steps. The rampage is at the top.

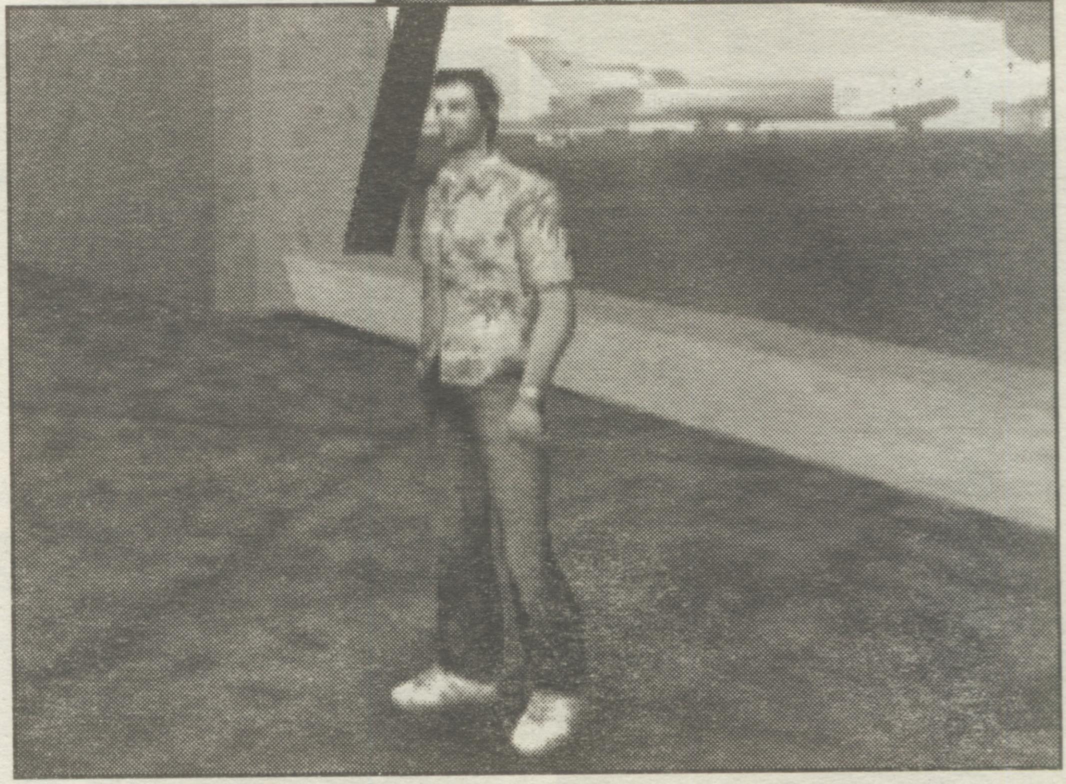
RAMPAGE 31

● Kill 30 Gang Members in two minutes. Minigun. Head east from the Hyman Condo. Look right for a strange sculpture that has a ball on top. The rampage is just behind it.

RAMPAGE 32

● Kill 30 Gang Members in two minutes. Flame-thrower. Go to Hyman Memorial Stadium. To the north are two helipads. The rampage is by the pads.





RAMPAGES: ESCOBAR INTERNATIONAL AIRPORT

RAMPAGE 33

● Destroy 12 Vehicles in two minutes. Rocket Launcher. On the roof of the airport terminal building. You will need to get in a helicopter to reach it.

RAMPAGE 34

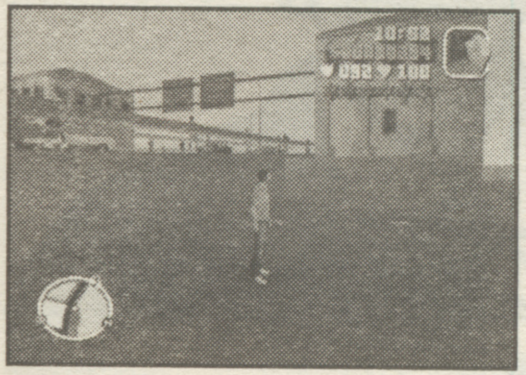
● Destroy 15 of the Vehicles in two minutes. Minigun. This lying on the grass by the side of Fort Baxter Air Base. Get it quick and off you go!

RAMPAGE 35

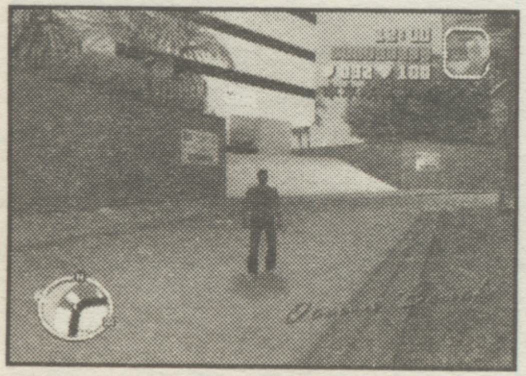
● Kill 25 Gang Members in two minutes. SPAS-12. It's inside the main airport building.

GTA VICE CITY: PACKAGES

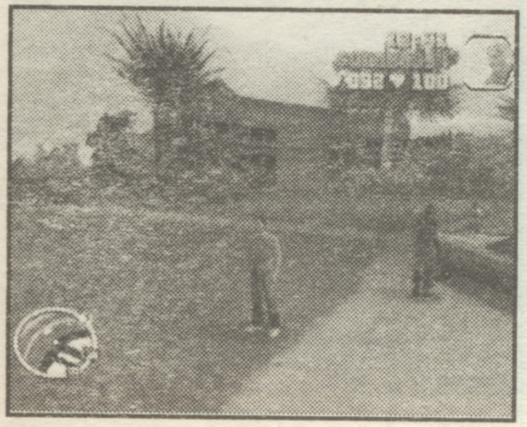
You've been looking for those darned packets everywhere, all over the place. Until now...



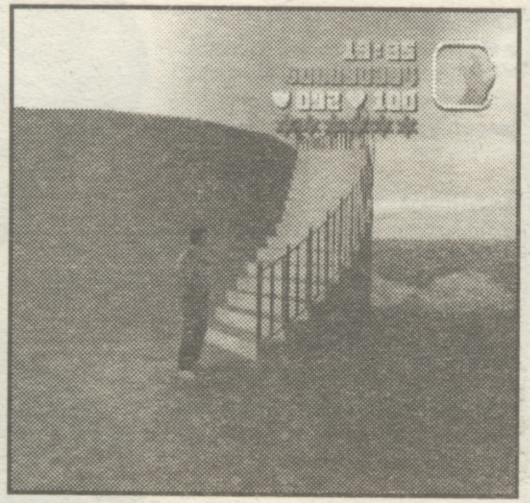
OCEAN BEACH AREA



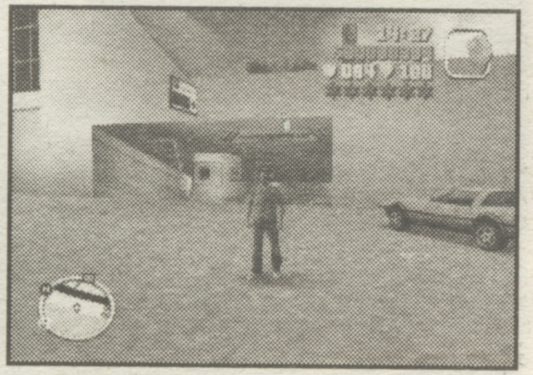
Package 1: From Washington Beach head to the bridge leading to Little Havana. Walk round the northern bridge tower to get the package underneath the bridge.



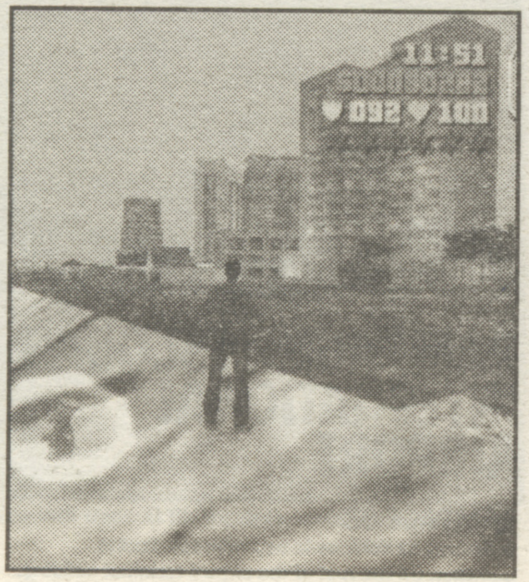
Package 2: It's behind the building (white with black stripes) directly north of Cortez's Yacht.



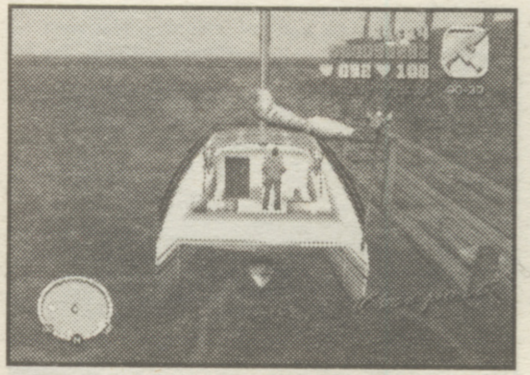
Package 3: Down by the steps of the house facing the sea. It's to the south of Cortez's Yacht, by a fountain and has a heli pad.



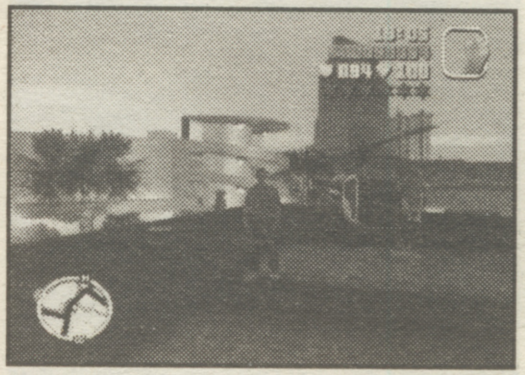
Package 4: You'll find this one on the steps of the lighthouse in Ocean Beach.



Package 5: Inside the carpark near Cortez's Yacht.



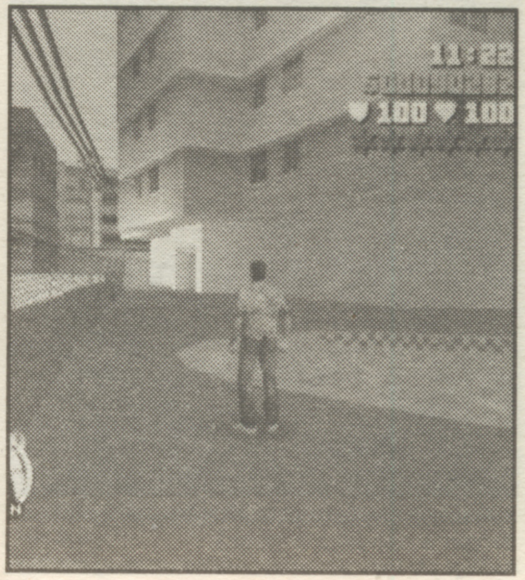
Package 6: Located on a large group of rocks in the sea south of Cortez's Yacht.

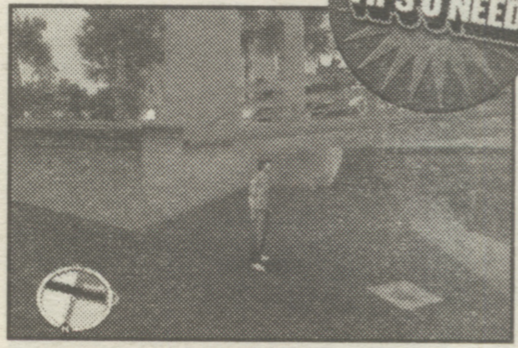


Package 7: Take a boat from near Cortez's Yacht and head south. The package is on the south western of the three wooden islands.

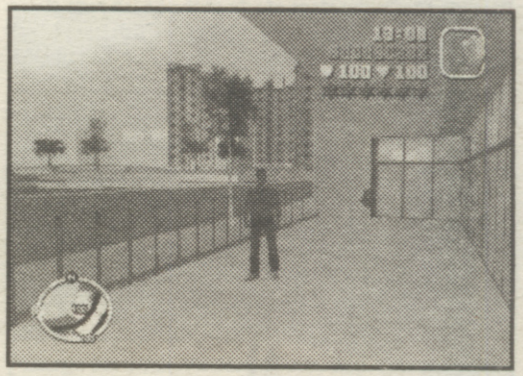
Package 8: Get a helicopter. Fly to Washington Mall and position yourself over the spiral ramp leading to the roof. Look south east. There is a dark-coloured roof across the road, the package is on top.

WASHINGTON BEACH AREA

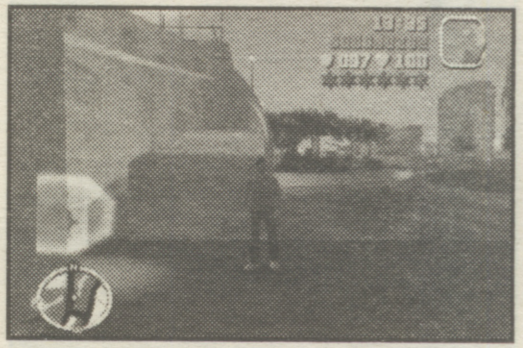




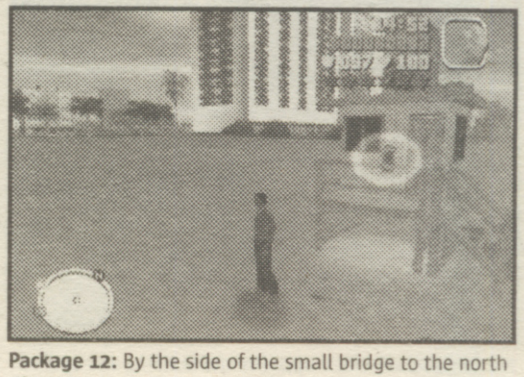
Package 9: In the grounds of the very tall pink apartment block just north east of Washington Mall.



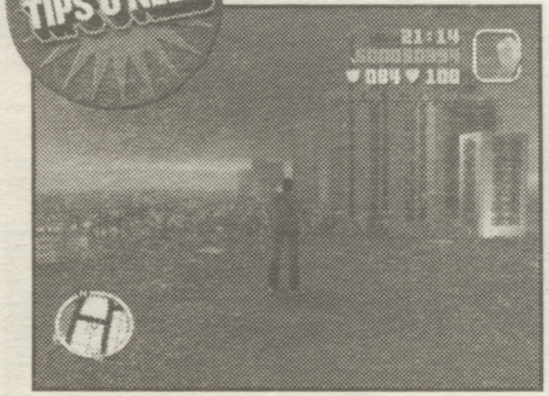
Package 10: Under the bridge leading to Starfish Island.



Package 11: Behind 1102 Washington Street, which is directly across the street from K Rosenburg & Co.

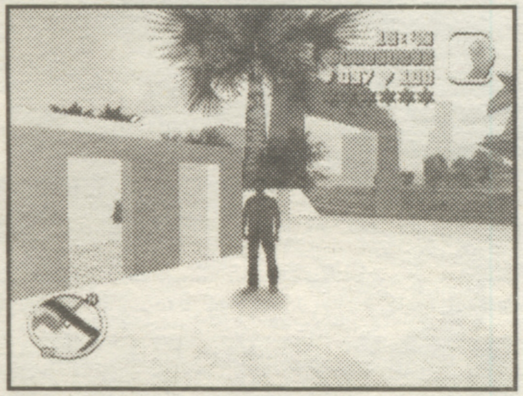


Package 12: By the side of the small bridge to the north of K Rosenburg & Co.

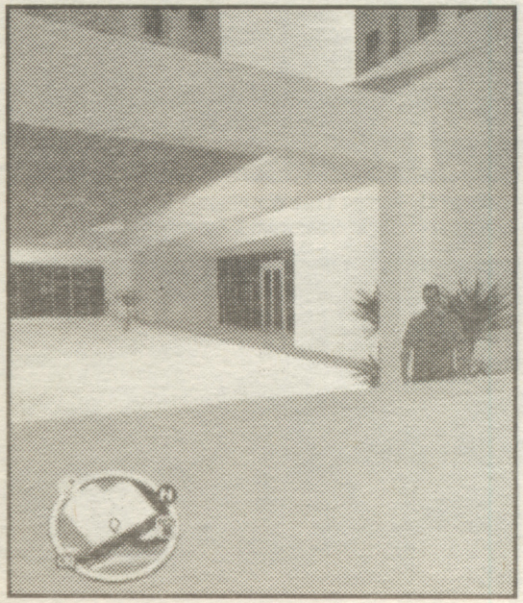


Package 13: On the steps of one of the beach huts on the beach. It's almost directly east of Starfish Island.

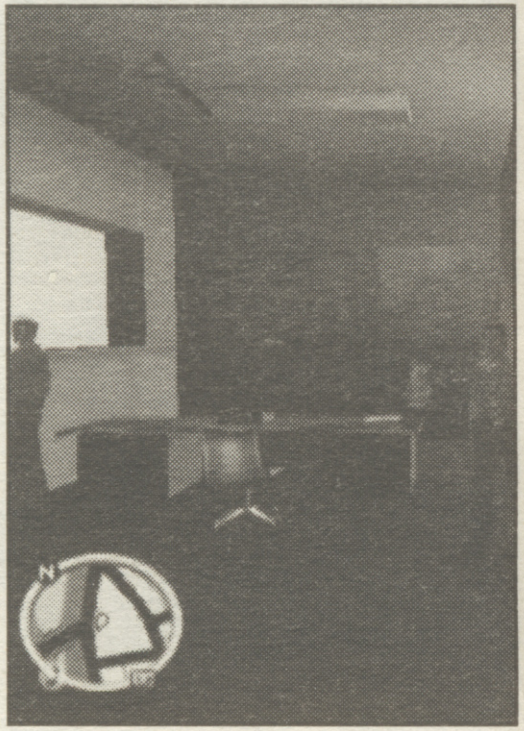
Package 14: Get a helicopter. On the roof of the tall blue and white building just south of the Washington Beach Vice City Police Department.



Package 15: As you come off the bridge from Starfish Island go up the steps opposite the building site and look in the first small room.

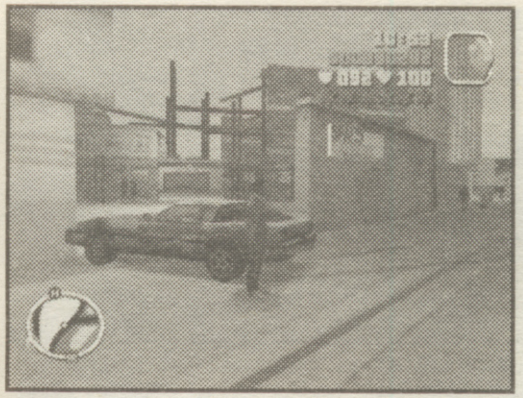


Package 16: From the Bunch of Tools shop head west into the grounds of two tall apartment buildings. The package is to the side of the low pink building with a rampage at the front.

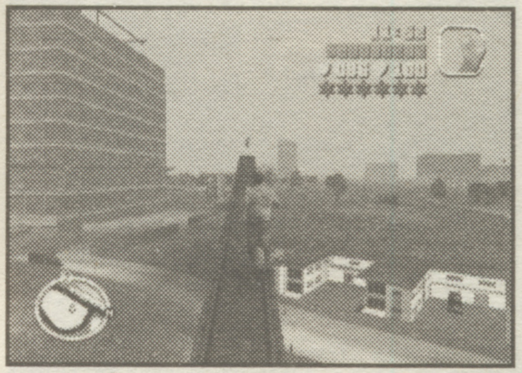


Package 17: Get a policeman's uniform (available inside the police station after beating Copland and No Escape) and enter the Washington Beach Police Department. The pack is in an office in the back.

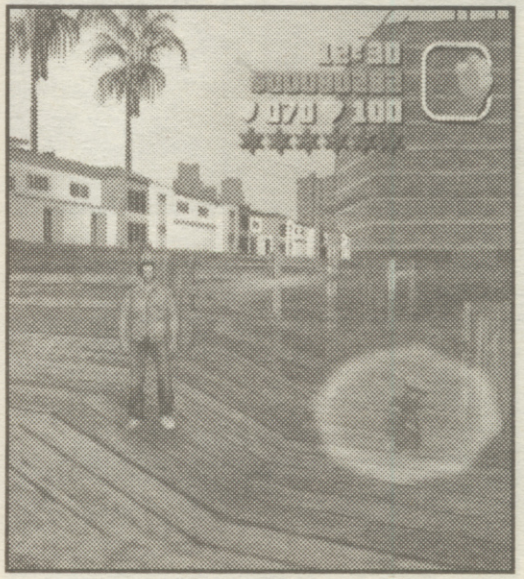
Package 18: Get a helicopter. Head north along the road from the Ocean View Hotel to DBP Security. The package is on the corner of the roof.



VICE POINT AREA

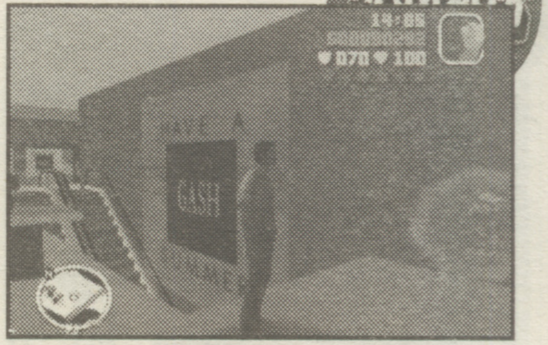


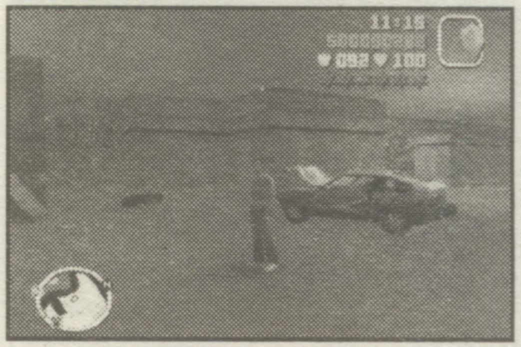
Package 19: Behind the building where you blow up the trucks in the Riot mission.



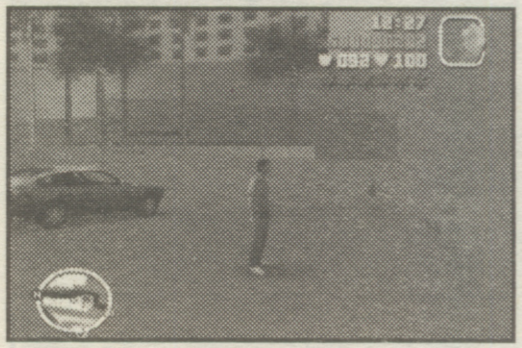
Package 20: On the end of one of the girders sticking out of the unfinished building where you get missions from Avery.

Package 21: From Avery's building site cross the road (heading west) and go behind the low white buildings to the dock. The package is on the end of the dock.

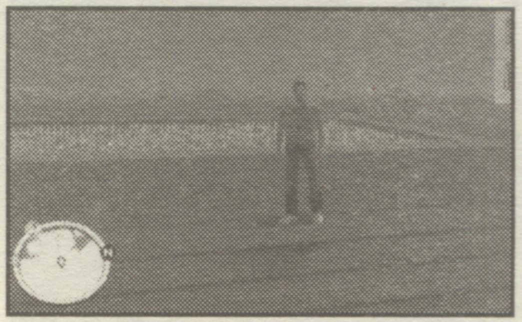




Package 22: Inside the North Point Mall. Find the shop called Gash. The package is located on a ledge above the escalators.

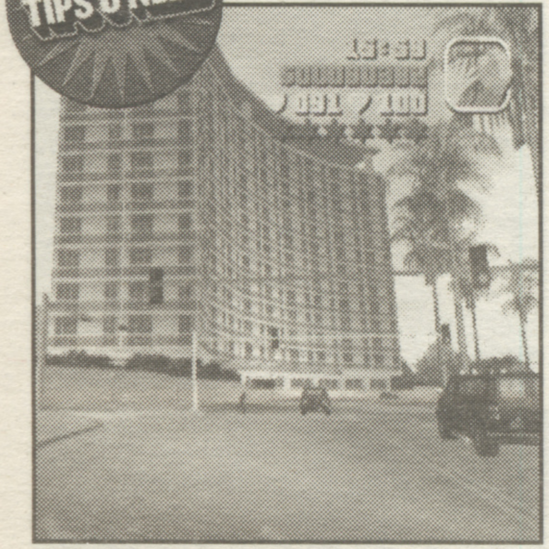


Package 23: On the ground floor of the carpark, north of the west entrance to the North Point Mall.



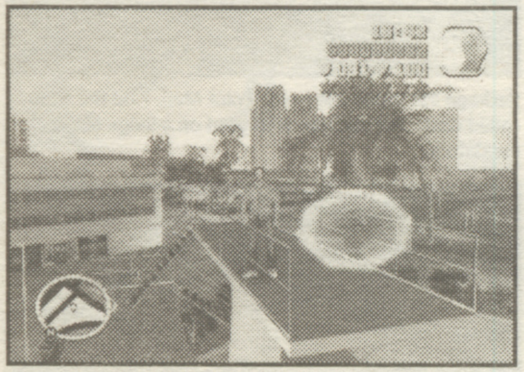
Package 24: In the yard next door to the Malibu Club.

Package 25: In between the Malibu Club and the beach

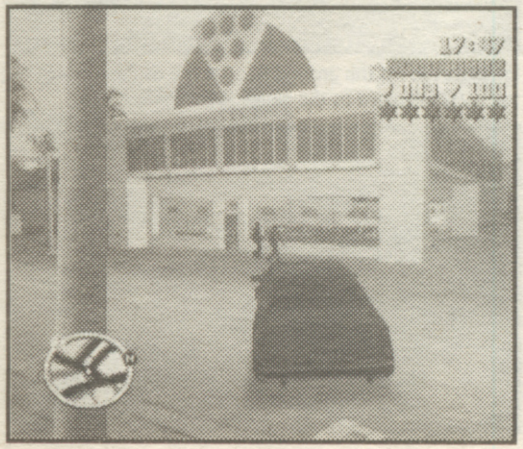


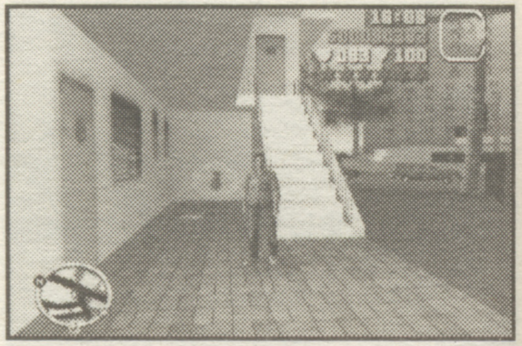
is a big building with a pool. The package is in the corner near the pool.

Package 26: There is a huge curved building to the south of the bridge leading to Prawn Island. You'll find the package by the bushes at the southern-most tip of the building's grounds.

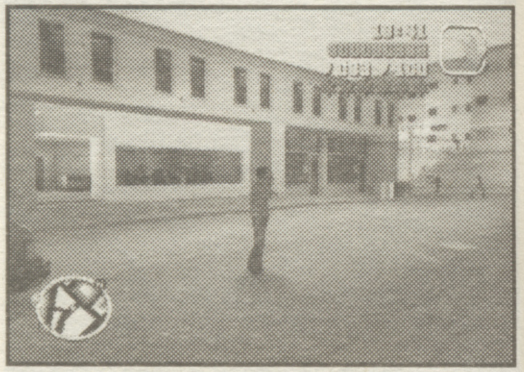


Package 27: In the grounds of the huge curved building south of the bridge to Prawn Island is a swimming pool. The package is on the highest diving board.

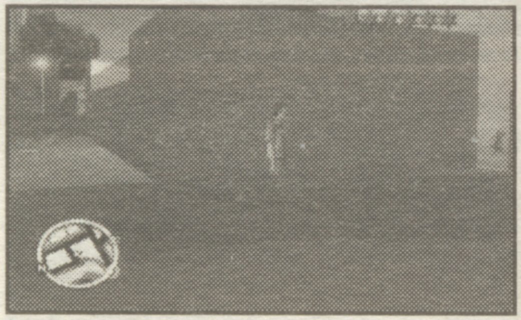




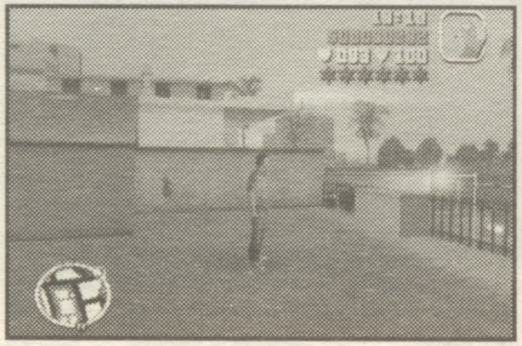
Package 28: Inside of Well Stocked Pizza just north of the Malibu Club.



Package 29: By some steps of the apartment across the road (east side) from Well Stocked Pizza.

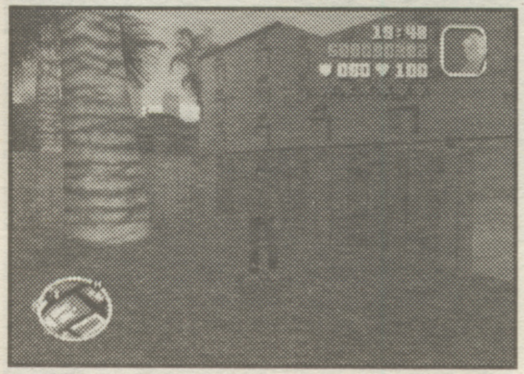


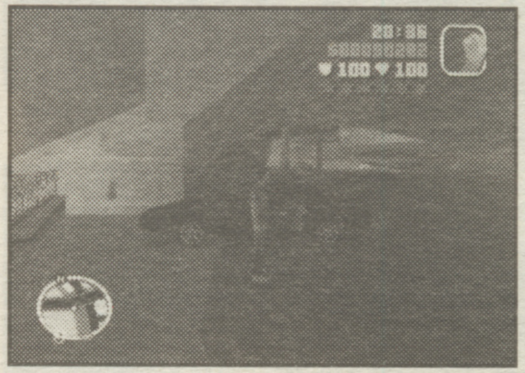
Package 30: Follow the road north from Well Stocked Pizza and look inside the shop on the left just before the T-junction.



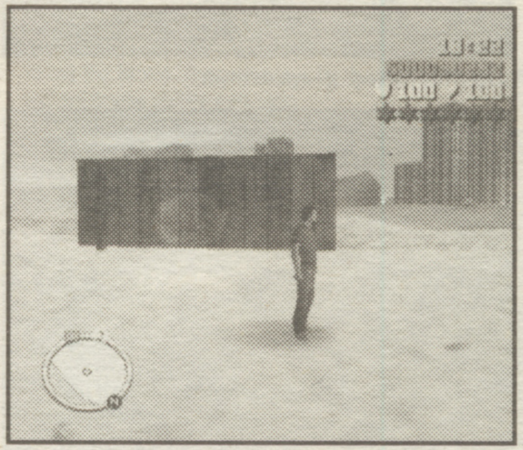
Package 31: Cross the bridge from the golf club to Vice Point. The package is in the grounds of the first house to the north (you pick up a girl on a mission here later).

Package 32: Head north from Well Stocked Pizza. Go up the stairs of the building at the end (you do a mission for Diaz here). Follow the roof round and drop down to the next roof. Look behind you and you'll find the package right there.



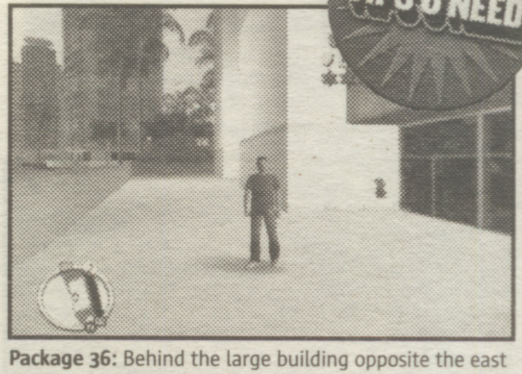


Package 33: Go through the arch opposite to the Links View Apartments. The package is in the corner of the north-east grassy area.

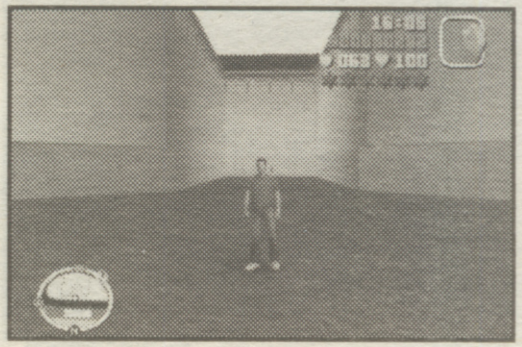


Package 34: By the side of the bridge leading to Prawn Island. It's by the waterfront facing Prawn Island.

Package 35: Go to the dirt bike track on the north end of the beach and look behind one of the Jocksport signs on the east side.

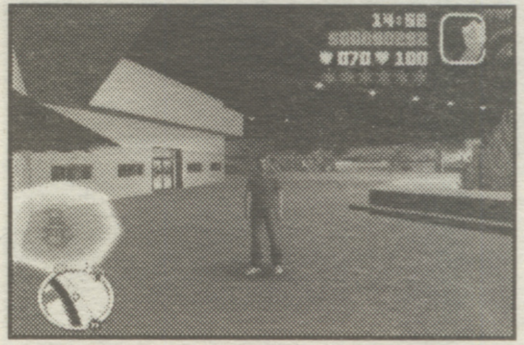


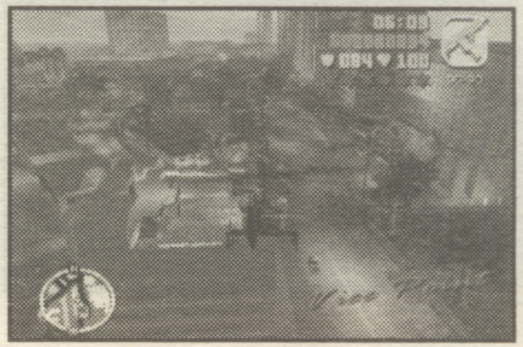
Package 36: Behind the large building opposite the east entrance to the North Point Mall.



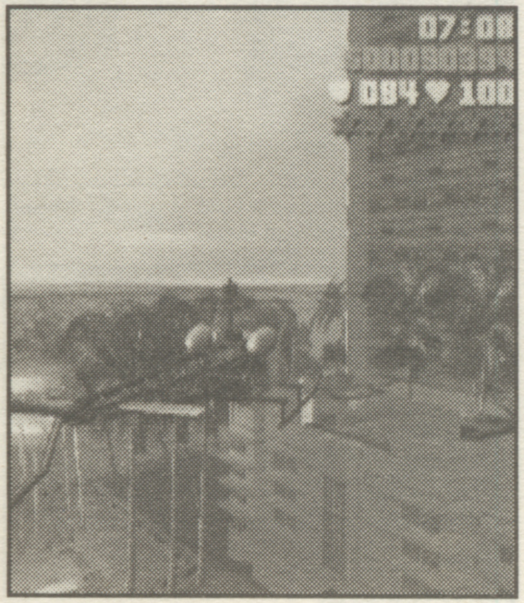
Package 37: In between the two north entrances to the North Point Mall.

Package 38: Inside the North Point Mall. Go up the escalator to the balcony and run round to the east side until you are at the end of the bridge. The package is in front of the shop with sale signs in the window.

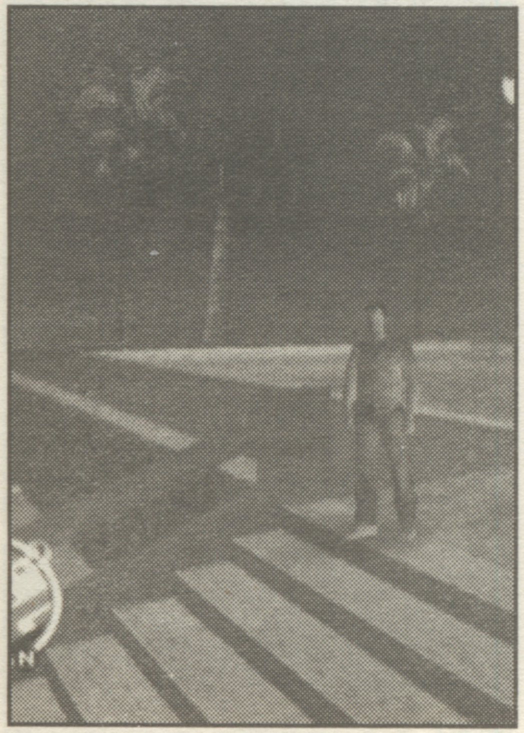




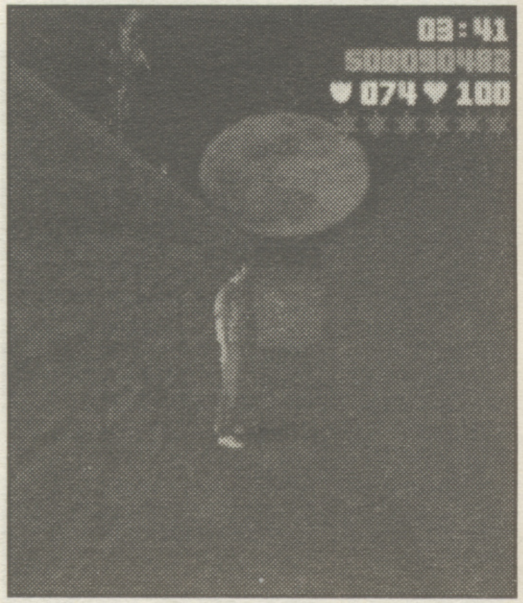
Package 39: Get a helicopter. Land in the swimming pool on the roof of the building directly north of the Malibu Club. The package is in the corner.



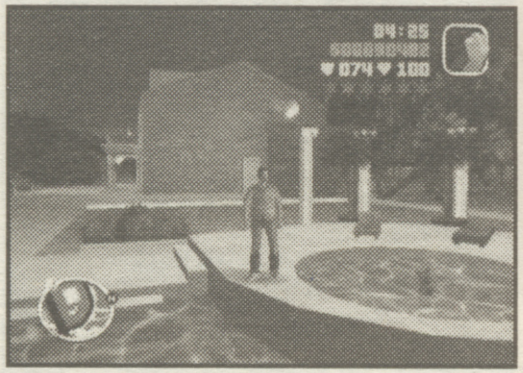
Package 40: Get a Helicopter. Fly to the Malibu Club and land in the swimming pool on top of the building (blue and white) to the south east.

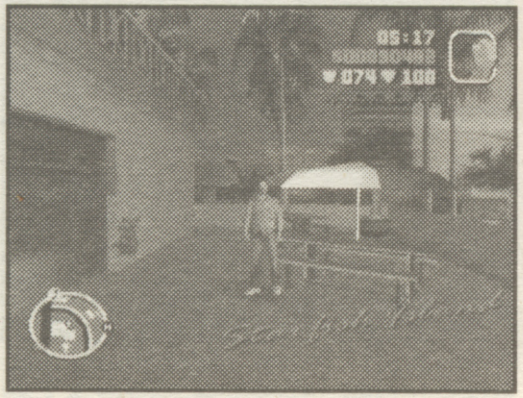


STARFISH ISLAND



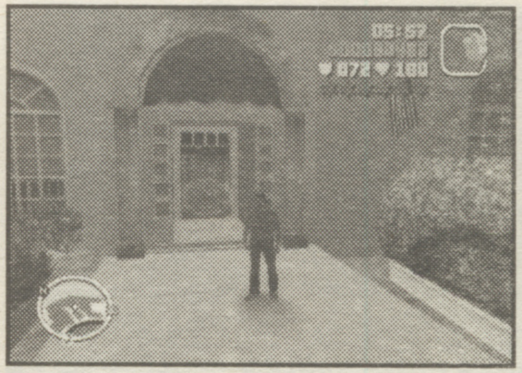
Package 41: From the Coke Baron's Mansion head east to find two swimming pools. Next to these are some steps. The package is next to them.



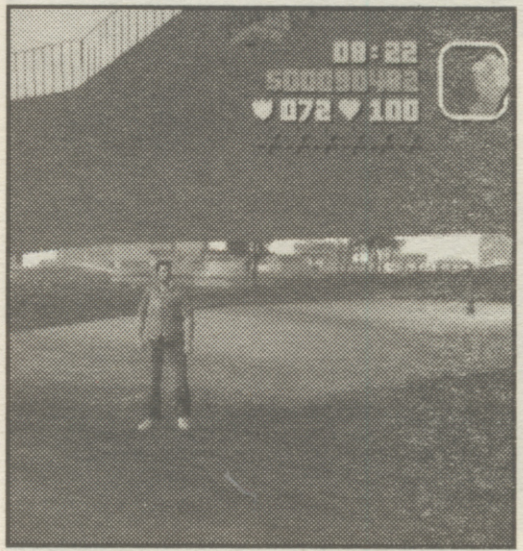


Package 42: In the gap separating the Coke Baron's Mansion from the house to the west.

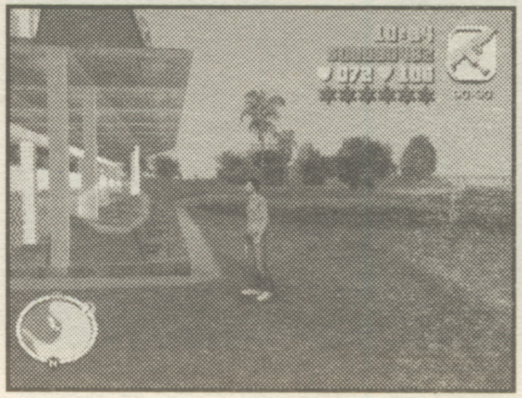
Package 43: In the grounds of the house opposite the Coke Baron's Mansion. It's in the Jacuzzi.

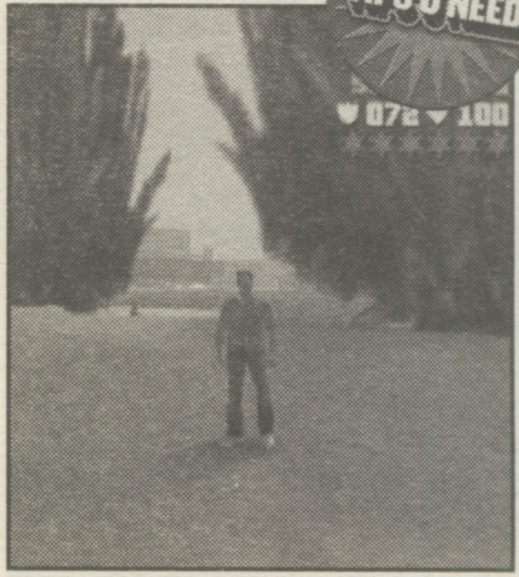


Package 44: After coming off the bridge from Little Havana, enter the grounds immediately after the road on the right. The package is up some stairs at the back of the house.



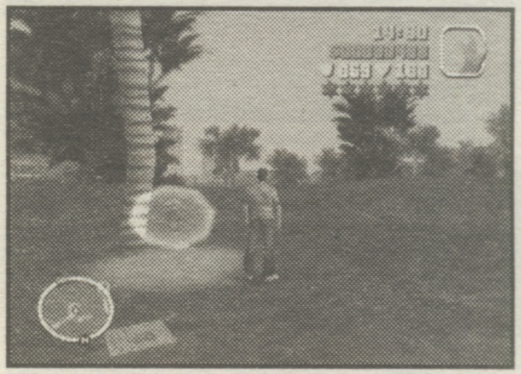
Package 45: Come off the bridge from Washington Beach onto Prawn Island and take the road that loops round the island. The package is by the front door of the second house on the east side.



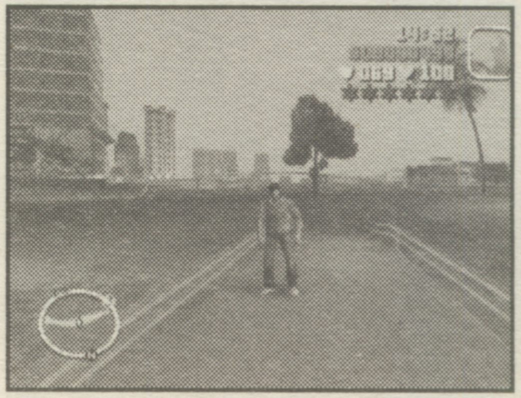


LEAF LINKS AREA

Package 46: Enter the golf course and look under the bridge leading to Vice Point.

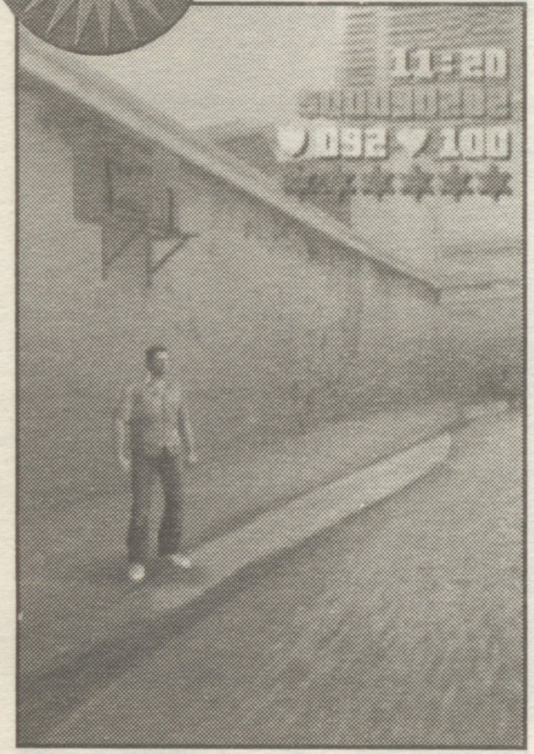


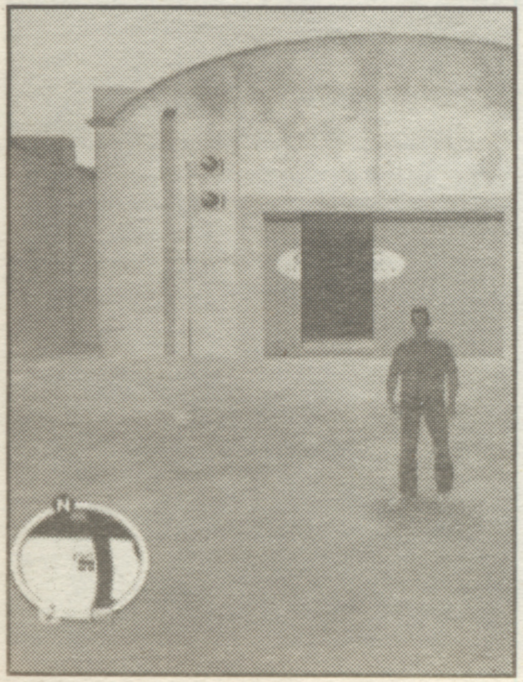
Package 47: Find the driving range on the northern-most part of the golf course. The package is right next to it.



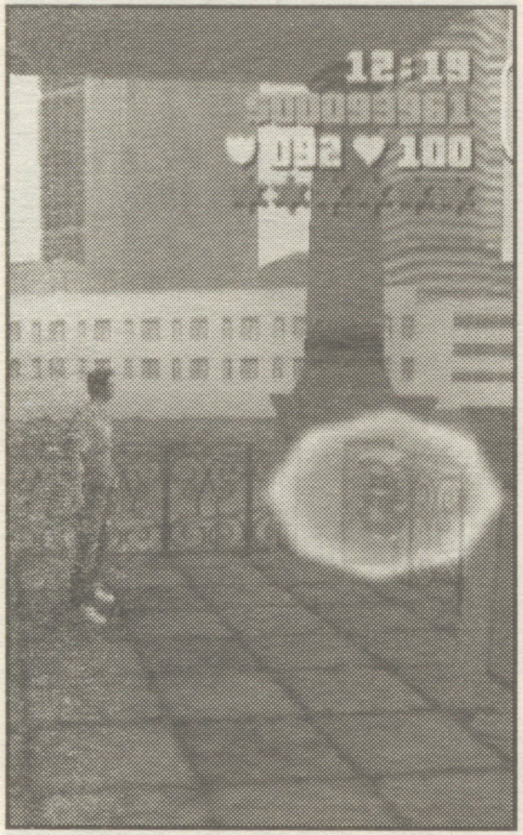
Package 48: From the golf course entrance follow the snaking road to the east. At the end of the roads, run slightly northwest to find the package in a sand pit.

Package 49: Cross over the wooden bridge (it crosses over a road) leading to the southern part of the golf course. There is a small lake with a tiny island in the package is on that island.

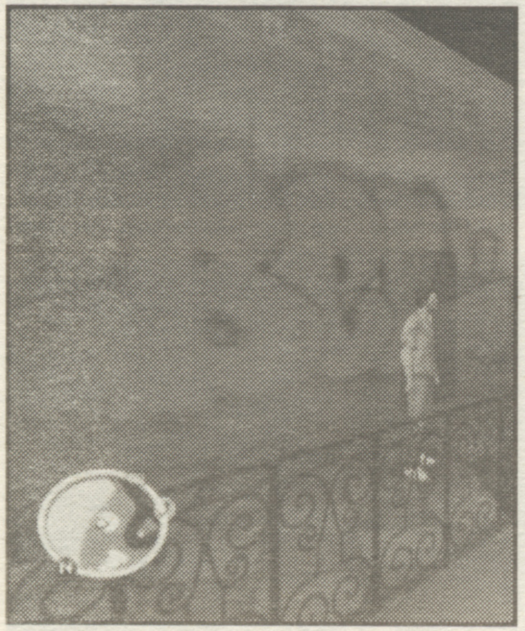




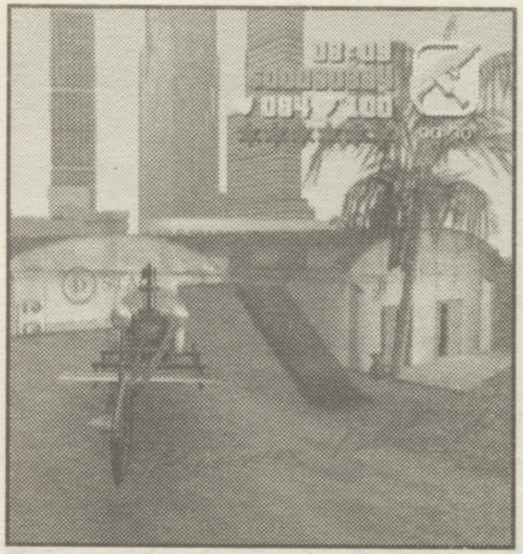
Package 50: On the bridge (it crosses over water) leading to the southern-most section of the golf course.



PRAWN ISLAND AREA



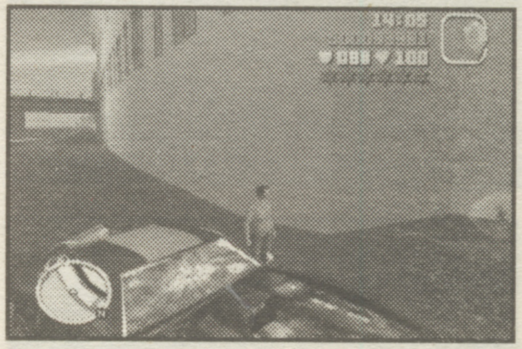
Package 51: Immediately after coming off the bridge from Vice Point go south down the path. The package is in an alley to the right just before the police bribe.

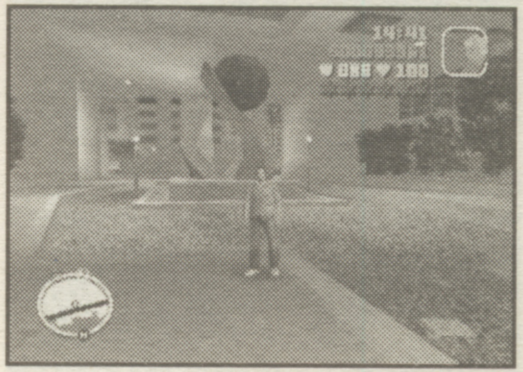


Package 52: In the film studio inside of Stage C. The one opposite the save point if you own the place.

Package 53: On the back porch of the green house north of the film studios facing Downtown.

Package 54: Go inside the yellow mansion on the east side of Prawn Island. Go upstairs and stand on the tip of the east balcony (still inside). You need to carefully drop off to fall into a room below.

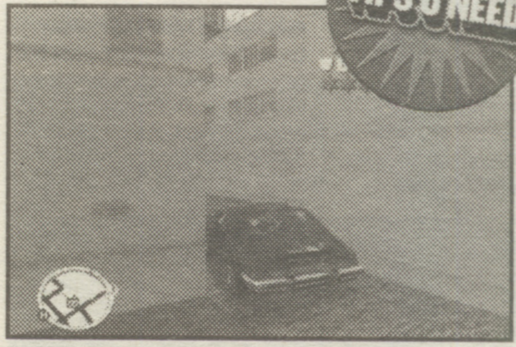


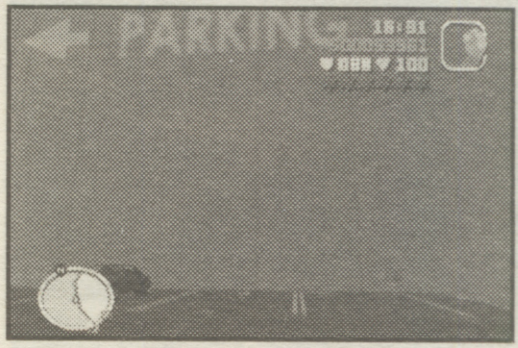


Package 55: Get a helicopter. Fly into the film studios and land on the roof of the blue building next to Stage D. You'll see the package.

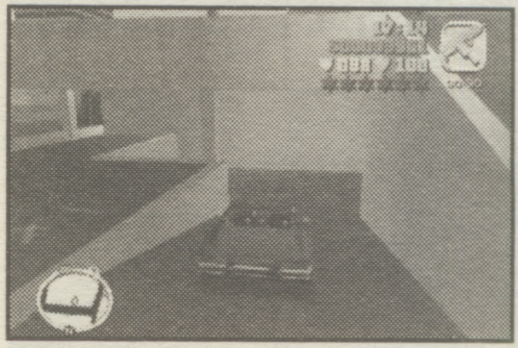
DOWNTOWN

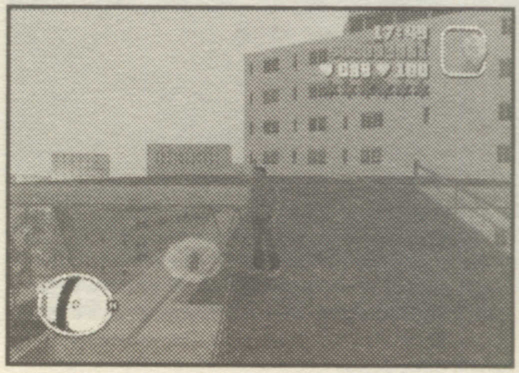
Package 56: Get underneath the bridge leading to Prawn Island. Drive over the grassy part to the wall by the water then head north. The package will be coming up on your left.





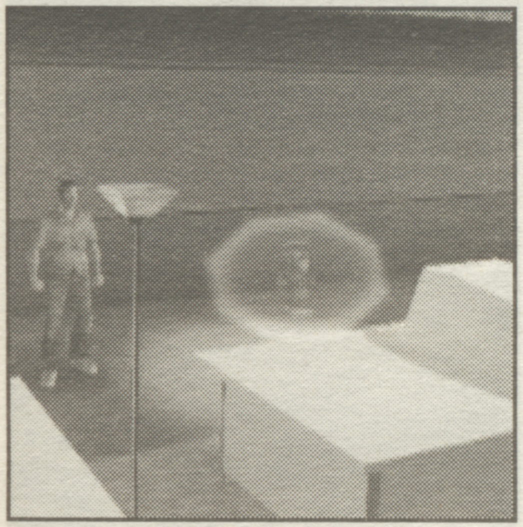
Package 57: From the Hyman Condo head east past the Mars Café. On the right is a big building with a sign saying VAJ Finance. Near the sign is a sculpture with a ball on top. The package is on the sculpture's pedestal.





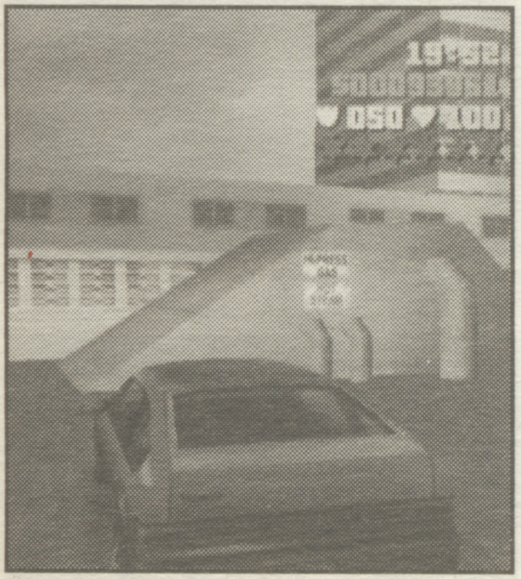
Package 58: From the Hyman Condo alley head north onto the grass and follow the alley round.

Package 59: This package is round the back of the Hyman Memorial Stadium. It's by the wall below large white letters which say 'PARKING'.

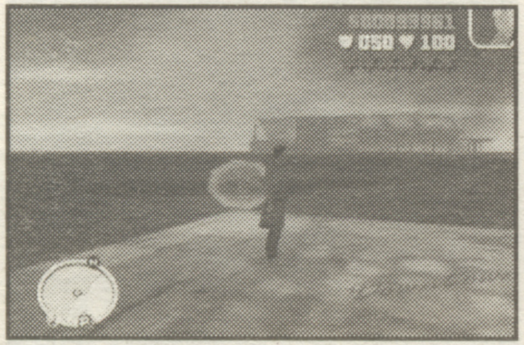


Package 60: Find the Schuman Healthcare Ctr. At the bottom of the lower driveway is the package.

Package 61: As you come off the bridge from Prawn Island there will be a building to your right with a sign saying VCN Eight Ten. To the right of the sign is a door you can enter. Go in. Get on the heli pad at the top but look to the left as you run up the ramp.

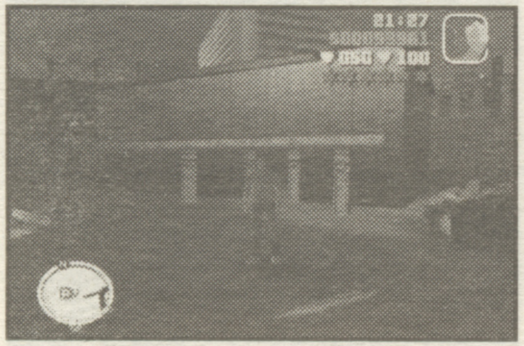


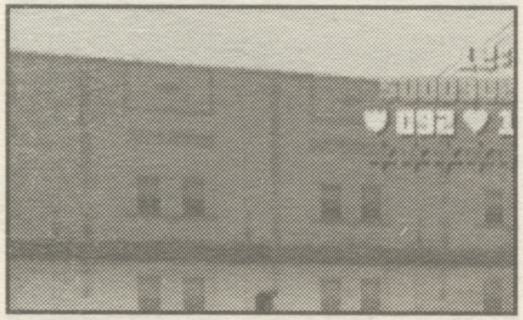
Package 62: From Howlin Pete's Emporium follow the road east then north. After the first left turn is a large office. Going up the north side of the building is a set of steps. Follow these up to an office. The package is behind some desks.



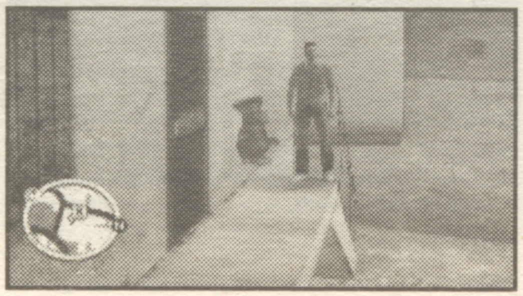
LITTLE HAITI AREA

Package 63: South of the Greasy Chopper is a sign on the right side of the road saying Moist Palms Hotel. Go underneath the nearest building into the parking area. Run south along the back wall to find the package in the southwest corner.

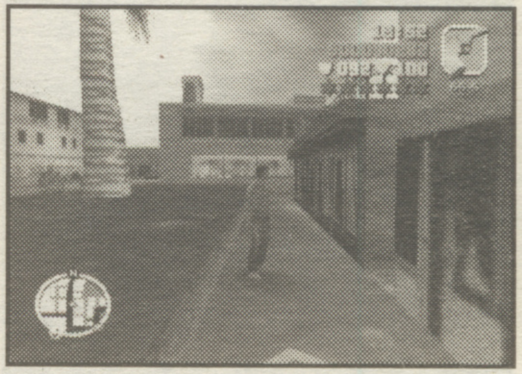




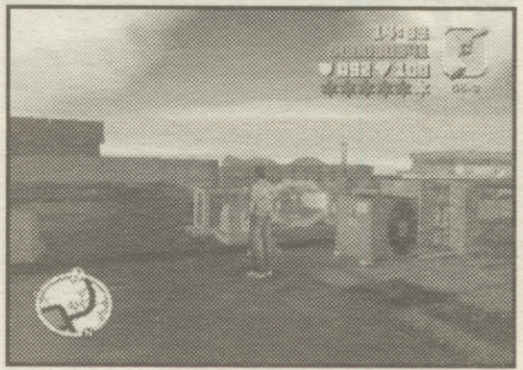
Package 64: Head north from the front of Kaufman Cabs. After the road curves take the alley going north. Go left at the end of the alley to the waterfront. The package is on the northwestern corner by the water.



Package 65: From Phil Cassidy's Trailer look inside the large red building in the northeast corner of the yard.

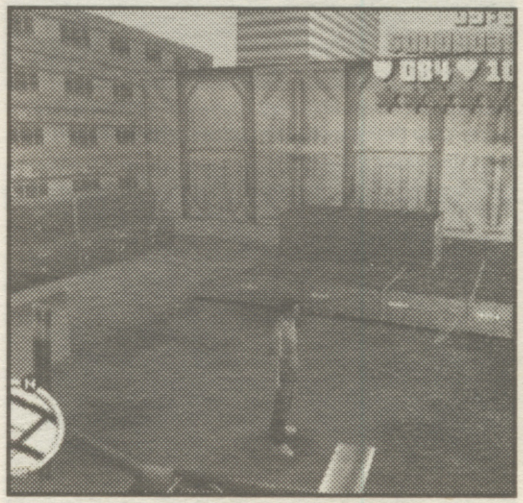


Package 66: From the front of Kaufman Cabs head north to a red and cream building. Enter the alley next to it. In the square yard behind there is a set of steps leading down. The package is at the bottom.

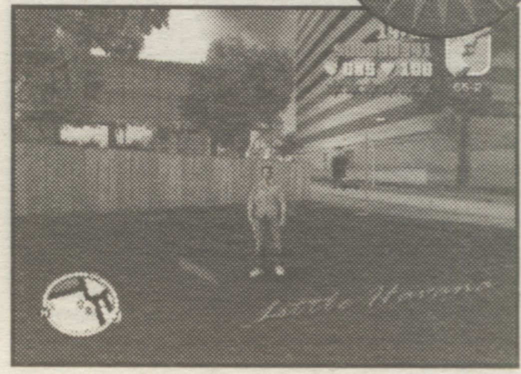


Package 67: In the alley behind Kaufman Cabs is a set of stairs. The package is at the top.

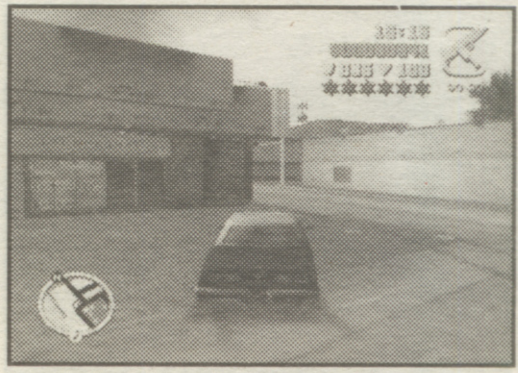
Package 68: From Well Stacked Pizza in Little Haiti enter the alley by the building to the south.



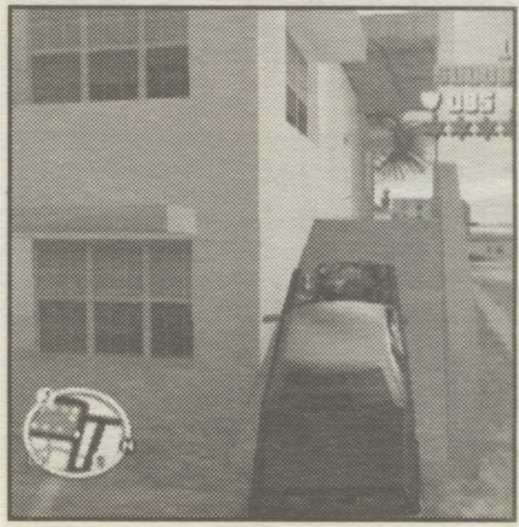
Package 69: From the front of Well Stacked Pizza go south. Take the second right (heading west) and the first alley on the left (heading south). Turn left at the end of the alley and climb the stairs to find a package on the roof.



Package 70: Get a helicopter and fly to Kaufman Cabs. Fly east towards some blue and red crates. Just south of these is a building with a dip in the middle. Land on the roof and collect the package from inside the dip.

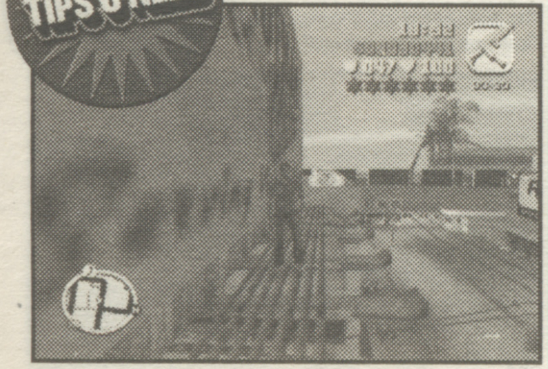


LITTLE HAVANA AREA



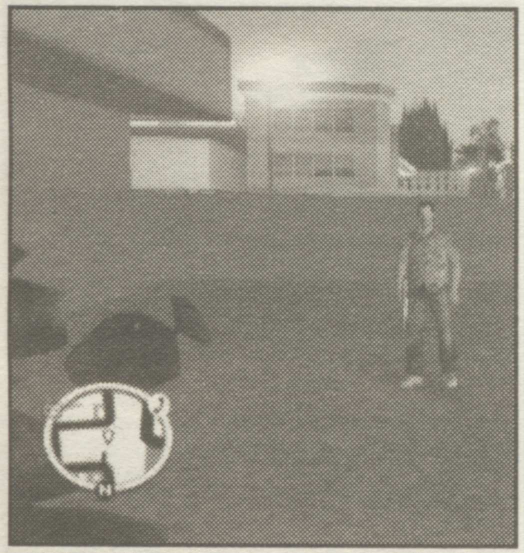
Package 71: East of the Vice City Printing Works is a fenced-off area surrounding a billboard. The package is in that area.

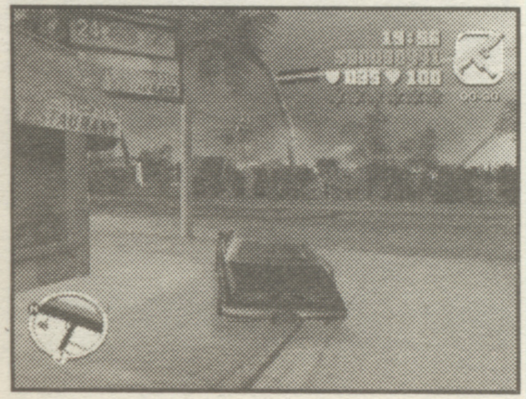
Package 72: Follow the road heading west from the Vice



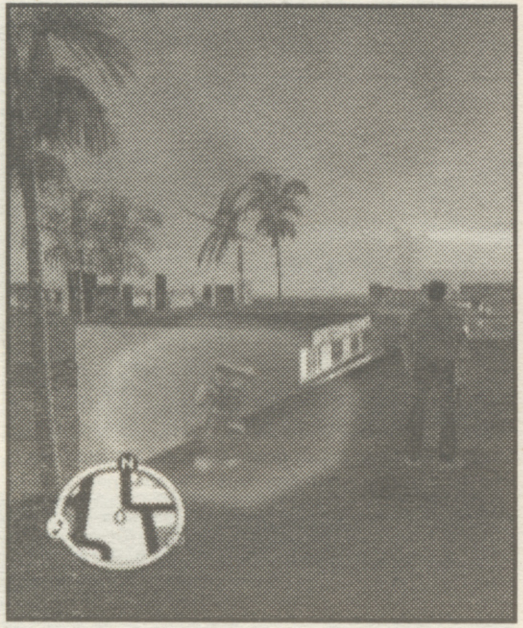
City Printing Works. At the end of the road turn left (south). The package is inside the Laundromat building on the right.

Package 73: From the front of the Vice City Printing Works take the road heading south. At the end turn right (west). On the left side of the road is a building with steps. The package is at the top.

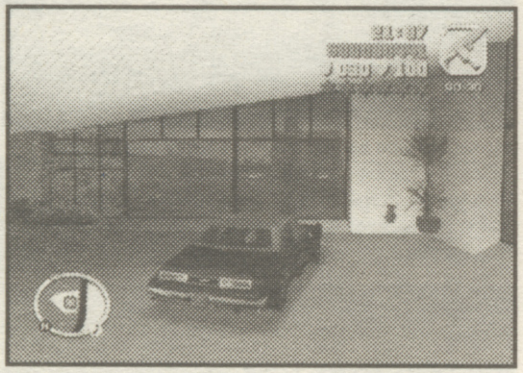




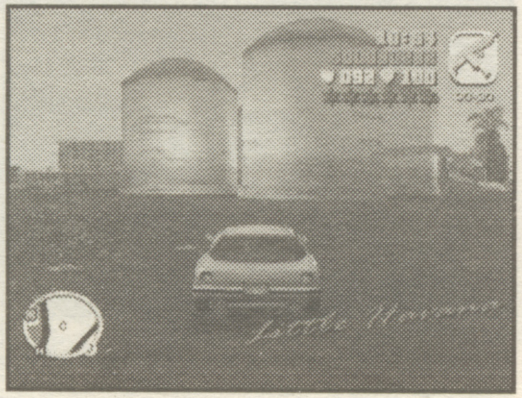
Package 74: From the entrance to Café Robina head east. Enter the yard by the alley with boxes at the front. Climb the stairs at the back corner. Drop down to another roof and climb more stairs. The package is at the end of the billboard walkway in the corner.



Package 75: Enter the alley that is opposite the entrance to the Café Robina. Enter the yard on the right and look right to find the package in the corner.

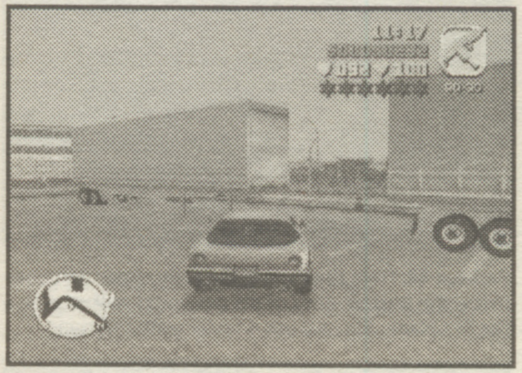


Package 76: South of Cherry Poppers is a coffee bagel donut shop (its opposite the police station). The package is inside behind the counter.



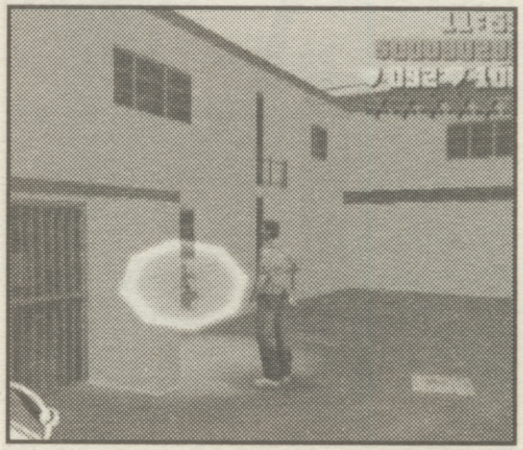
Package 77: From Café Robina take the road south. After it curves east take the first right (heading south) and enter the yard on the right. Climb the stairs. On the roof is a rampage and the package.

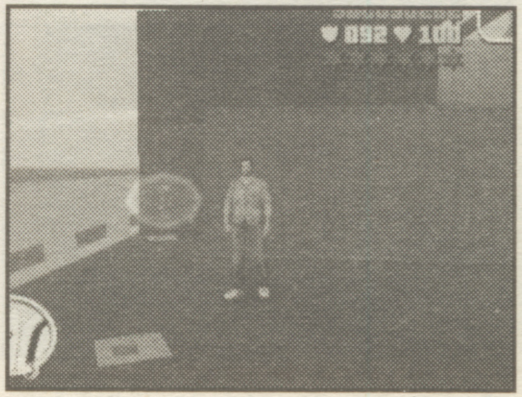
Package 78: Inside Sunshine Autos is a ramp going up. The package is in the corner at the top.



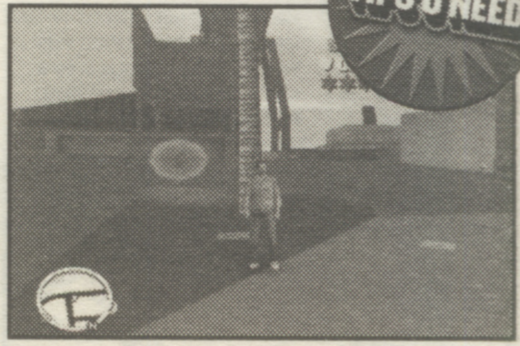
VICE PORT AREA

Package 79: Head south from Sunshine Autos and take the first right leading to the airport. Follow the road round until it goes north. When you see a building with palm trees in the front turn right and go towards the gas cylinders. The package is in between the four tall ones.

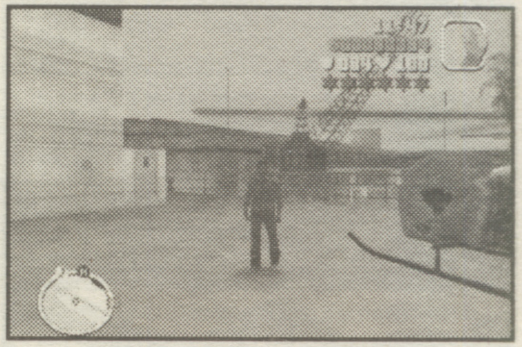




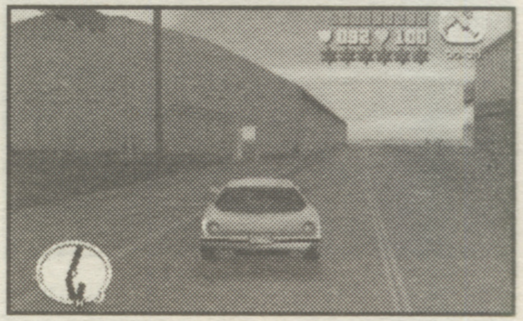
Package 80: Head south from Sunshine Autos and take the first right leading to the airport. Follow the road round until it goes north. Enter the carpark on the right. The package is in between the two truck trailers



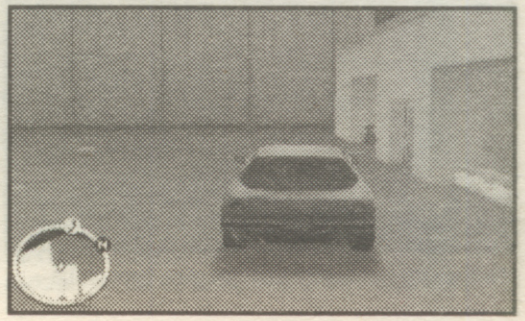
Package 81: Head north from the big blue cargo ship on the east side of Vice Port. There are small apartments on your left. The package is in the first concrete court.



Package 82: On the east side of the large blue container ship moored at the east dock in Vice Port.

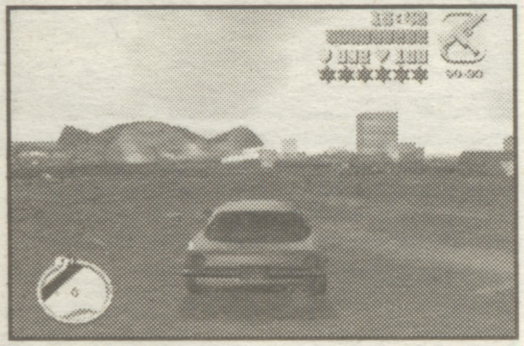


Package 83: Follow the road south from the large blue container ship on the east dock. Take the first right then turn left into the trailer yard. The package is under the sign in the corner.

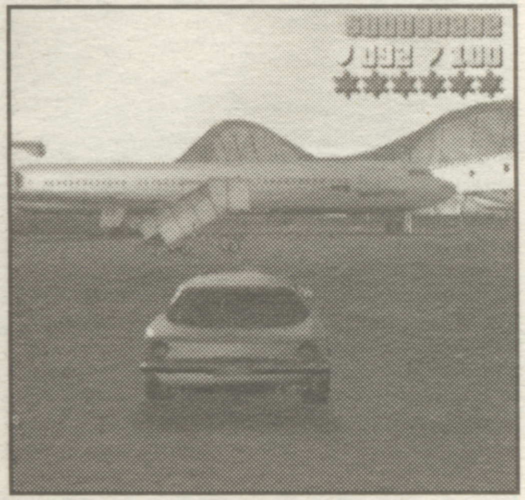


Package 84: Get a helicopter and land on the ship furthest west in Vice Port. The package is by a metal door on the main deck.

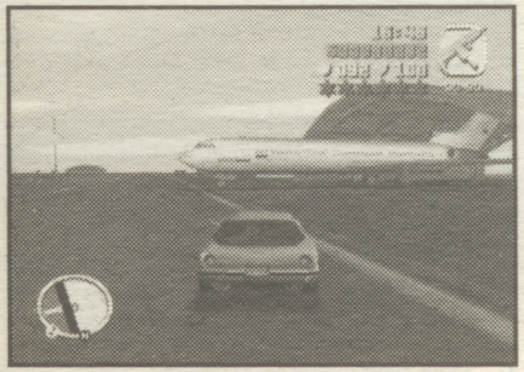
Package 85: Go south from Sunshine Autos. Take the first right then go left. Take the left fork and stop by the large hangar. The package is inside the hangar office.



Package 86: Enter the large open area to the west of the Vice Port Pay 'n' Spray. The package is in the northwest corner.

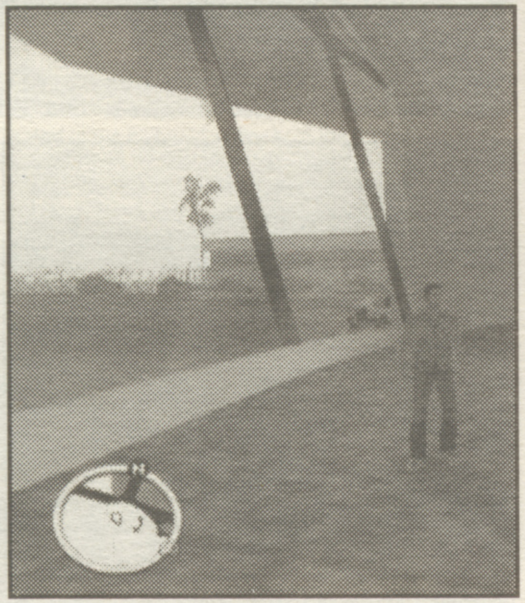


ESCOBAR INTERNATIONAL AIRPORT

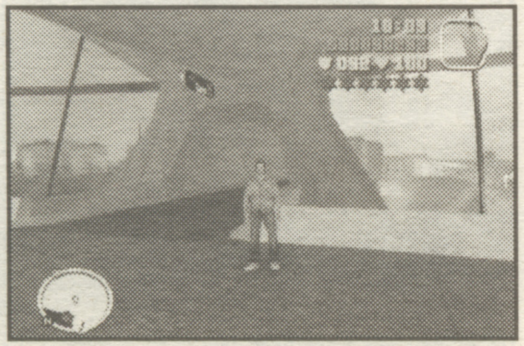


Package 87: Head south from the glass front of the main airport terminal building. There is a package on the southern most heli pad.

Package 88: From the front of the main airport terminal follow the western-most of the passenger walkways to the last plane. The package is underneath the plane.

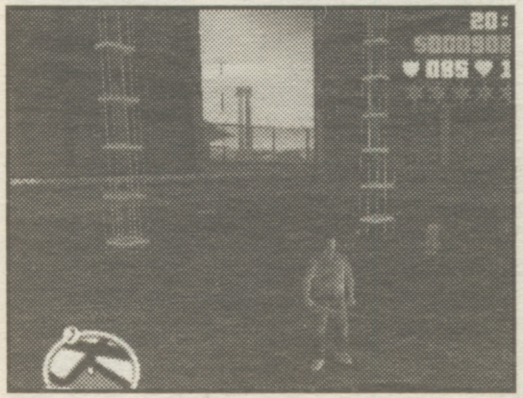


Package 89: Drive along the western runway until you see a large plane sticking half out of a hangar. The package is under that plane.

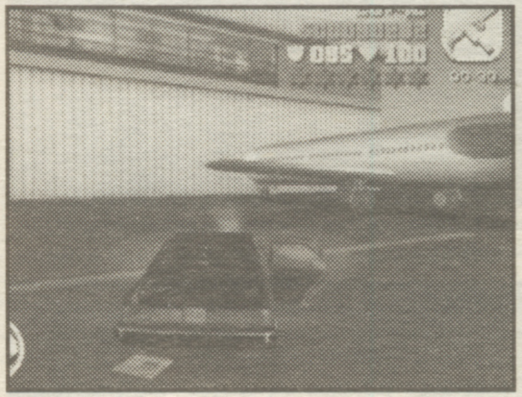


Package 90: At the north end of the western runway is a fire station. The package is behind it near the water.

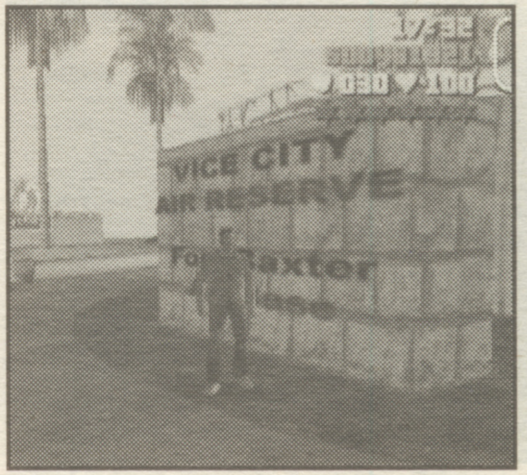
Package 91: Go inside the main airport terminal building and run round so that you are next to the glass. Follow the glass west to find the package.



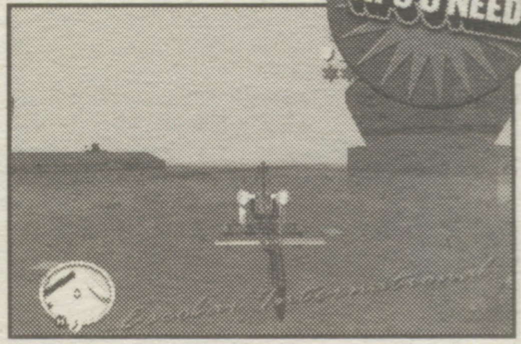
Package 92: Enter the main airport terminal building and go up to the first level. Enter the tunnel on the east side. At the end is the package.



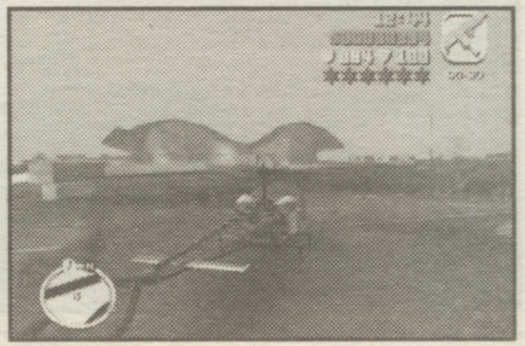
Package 93: Cross the road (west) from Café Robina and go through a gap between two buildings with red trim buildings. Go left and through the gap in the fence. You will be behind billboards facing the airport. Go north, then west, and the package is in the corner.



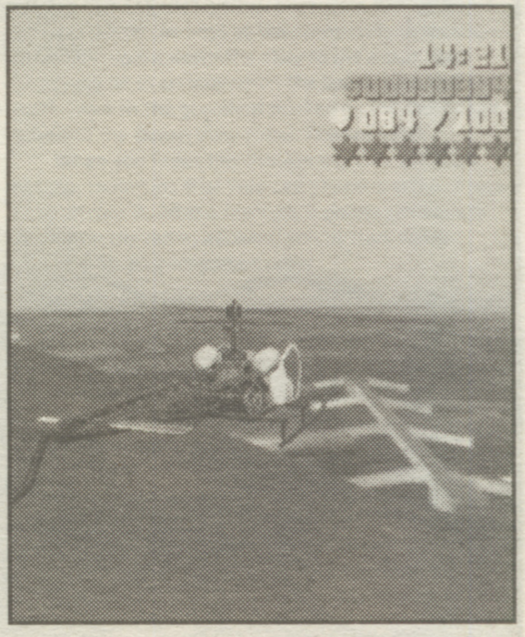
Package 94: Go to the the main terminal entrance and head north across the grass. Go behind the large building. The package is under the western-most plane.



Package 95: Find the main gate to the army base north of the airport. There is a sign next to the entrance, behind which is the package.

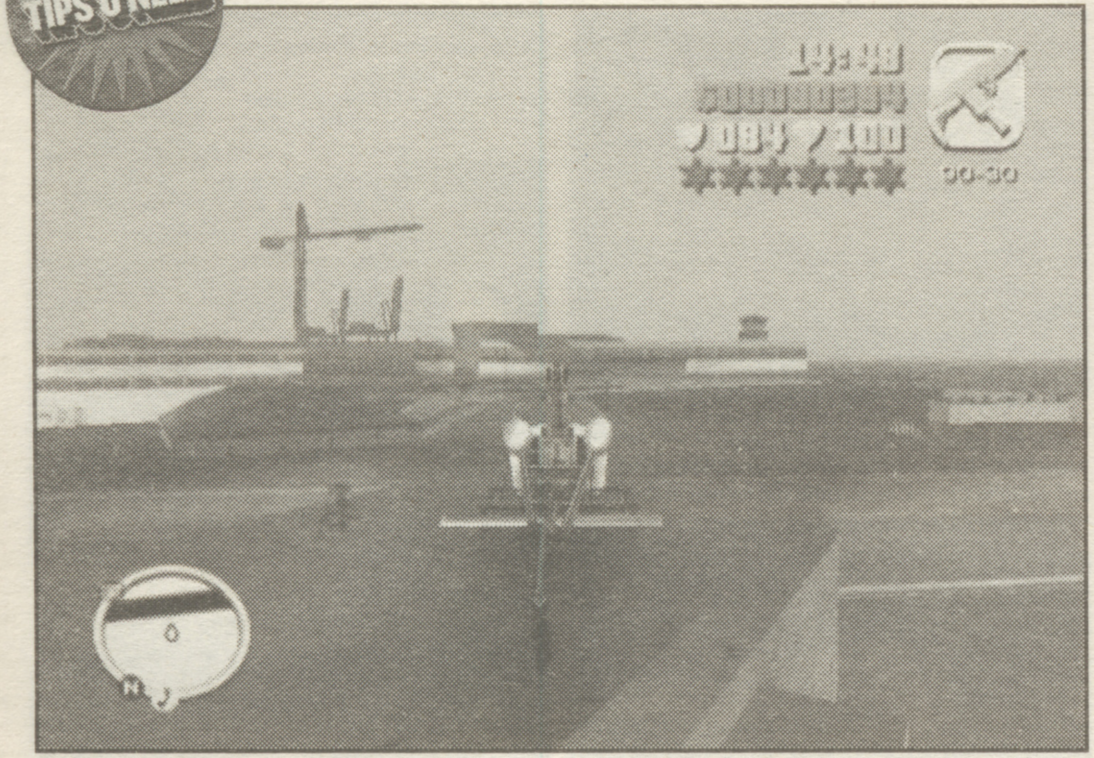


Package 96: Get a helicopter. Fly to the western-most of the large ships in Vice Port. Land on the roof of the large building with a tower. The package is near the tower.

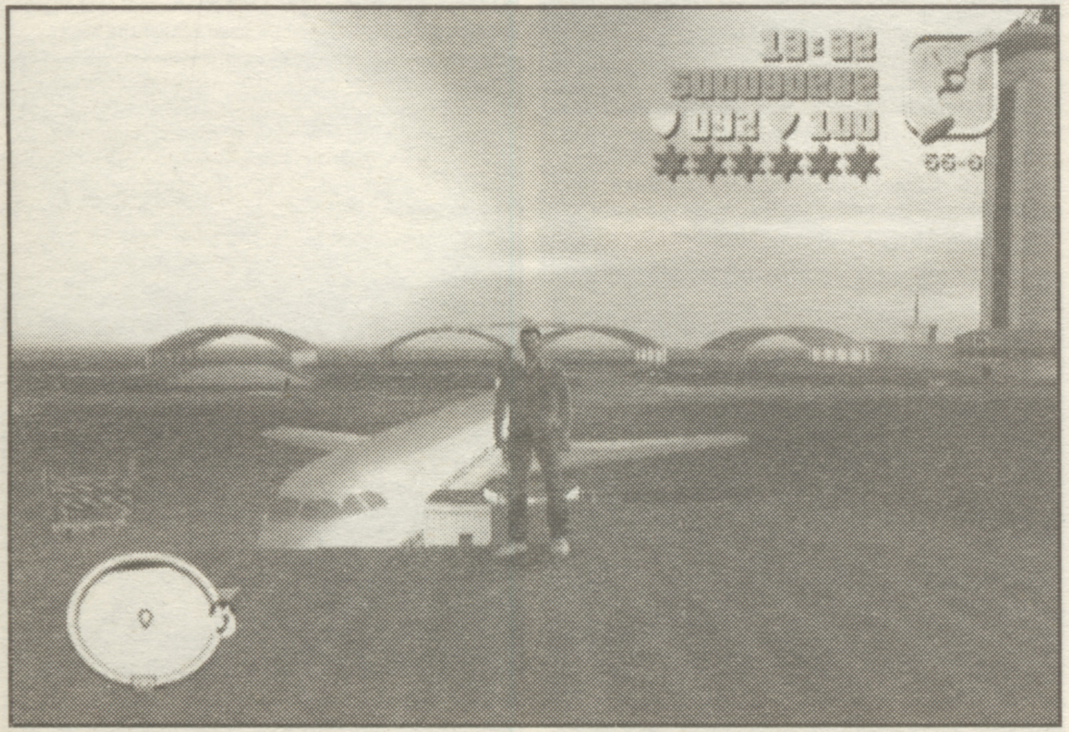


Package 97: From the main airport terminal fly south east until you reach the end of the runway. There The package is on the roof of the southern hangar.

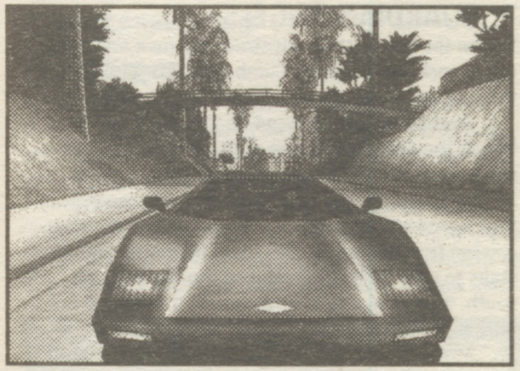
Package 98: Land on the roof of the terminal. The package is in the dip to the west of the middle hump.



Package 99: Get a helicopter. Fly over the main airport terminal building and then fly along the eastern-most of the long covered passenger walkways. Land at the end to get the package.



Package 100: Get a helicopter. Fly over the main airport terminal building and then fly along the western-most of the long covered passenger walkways. Land at the end and walk back towards the airport building. The package is on the first plane to the left.



IF YOU'VE NEVER PLAYED GTA3...

There are a few basic hints that will make playing this game far easier. Firstly, you should save often. Although you may not save during a mission, it is essential to save after successfully completing each one. Saving also re-fills your health. Constant saving will allow you to re-load whenever you get wasted or fail a mission.

When you die you will lose all of your weapons and have to pay hospital fees so avoid this pain by re-loading. You should also re-load if you get busted otherwise you will lose your weapons and have to pay a bribe. Even if you had nothing to lose each time you are wasted, busted or fail a mission, it is recorded on your Stat sheet, making you look like a loser.

Avoid the temptation to drive too fast. If you're going too fast you are likely to crash. Crashing five times en route to somewhere will mean the journey takes longer than if you just drove there at a sensible speed. Also, if you drive carefully you will not have to constantly exchange cars.

Finally, constant saving is good for your bank balance and armoury.

HOOKERS

Picking up prostitutes works in the same way as in GTA3. First, you will need at least $5000. You will also need to be driving a decent car such as a Sentinel. Once you have these ingredients, start curb crawling.

The easiest place to find hookers is around the Ocean View Hotel. They tend to be wearing skimpy outfits. When you see one, park your car nearby. Provided there are no cops around she should approach your car and look in the window. If all goes well she will get in (the fool).

Now drive to a secluded spot (near the lighthouse, for example) and park the car. If there's no one around, the girl will give you a service — you'll know this is happening when the car bobs up and down, your health gets higher and your money goes down! Hookers aren't in the game just for fun; using them is the only way to get your health above 100. When they're through they will get out of the car. If you are a proper nasty piece of work you can get your money back by killing them.

MISSIONS

K ROSENBURG & CO.

The lawyer is your first port of call in Vice City. He can be found in an office in the Washington Beach area.

1. THE PARTY

Follow the T-shirt icon to your change clothes then follow the pink blip to the Colonel Cortez's Yacht. After the scene take the girl to the Pole Position Club. Reward $100.

2. BACK ALLEY BRAWL

Follow the blip to the club. Talk to Kent Paul then get a car and find the chef (yellow blip). Beat him up and grab his phone. As soon as the scene ends shoot the chefs then sprint down the alley to get a star. Your friend will be in an Inferno on the beach road to the right. Drive to the gun shop marked on the radar then return to the Ocean View Hotel. Reward $200.

When you finish this mission a phone will start ringing, indicating that your cell phone is active. Press L1 to answer it. After a few calls a phone symbol will appear on the radar, allowing you to start doing missions for an anonymous caller.

3. JURY FURY

Pick up the Hammer. Go to the Yellow blip towards the north of the island and use the Hammer to smash up the indicated car until a cutscene plays. Go down to the other blip and hit the indicated man. After the cutscene use the hammer to smash up his car until he gets out. Reward $400.

4. RIOT

Get some new clothes from Rafael's then head towards the radar blip. You need to start fighting with four different workers to provoke a riot. You should concentrate on one at a time to avoid getting mobbed. When you pick a fight do not hit another worker until your target is sprawled on the floor.

After four fights the gates will open. Go inside and kill any security guards that shoot you. Park all three vans close to each other while leaving a view to the red

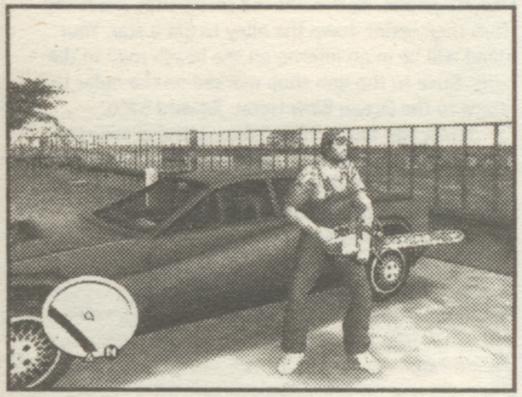
barrel. Target the barrel and blow it up. If any of the vans survive the explosion just keep filling them with bullets until they catch fire and explode. Reward $1000. You can now take jobs from Avery Carrington (marked with an A on the radar). You should also receive a phone call from Cortez, unlocking his missions.

COLONEL CORTEZ

You might get a chance with his daughter later but until then you will need to do jobs for the Colonel while he relaxes on his yacht.

5. TREACHEROUS SWINE

You get a chainsaw for this mission. Go to the blip and once inside chase after the target. Follow him out and run after him (having the chainsaw equipped slows you down). Kill him with the saw then get into the first vehicle you see. Drive to the spray shop to complete the mission. Reward $250.



6. MALL SHOOTOUT

Head to the Washington Mall and park a vehicle by the north exit. Use the escalators to reach the middle level where you will see the courier. After the cutscene jump off the balcony to avoid the French. When he gets outside use the car you parked earlier to chase him on his motorbike. The easiest way to dispose of him is by ramming from behind to knock him off the bike and then run him over. Pick up the merchandise from his corpse then head down to the spray shop to get rid of your wanted level before returning to Cortez. Reward $500.

7. GUARDIAN ANGELS

Follow the blip to the multistorey car park and get the gun. Lance will show up. Climb into a car and drive to the next waypoint. Get out of the car.

After the cutscene stand on the mark upstairs. Watch the deal. Aim at one of the Colombians and shoot both of them as soon as they start moving. After this concentrate your bullets on the second car that appears. When it blows finish off the gangsters coming from the van to the right before running down stairs to take on the Colombians coming from the south. If you see lots of guys around a vehicle shoot it until it blows up.

After all the Colombians are dead get an Uzi off the floor and then climb on the marked motorbike. Chase the other bike down the alleys. Get behind the bike and use a light machine gun to kill its rider. Take the case back to Diaz. Reward $1000.

Shortly after completing this mission Diaz will call you, giving you access to his missions.

8. SIR. YES SIR!

This mission will not be available until after you beat Phnom Penh 86. Cross the main bridge to Vice Port and head north. Along the way you will see a military convoy with a tank in the middle. Pull up in front of the tank and hijack the tank as if it were a car. As the tank is nearly indestructible you do not need to worry about the kamikaze police that keep crashing into you. The only way they will get you is if you go too slow.

As soon as you get in the tank you will have limited time to reach the next blip on your radar. Luckily it's not too far away. Follow the blip and drive into the marker then park the tank in the garage and get out. Reward $2000.

9. ALL HANDS ON DECK

This mission becomes available shortly after beating the Death Row mission. It would also be wise to grab a rocket launcher (see map).

The mission takes place on Cortez's yacht. The first part involves men attacking from other boats. The easiest way to get through this is by blowing up the boats. Use your most powerful machine gun; any ammo you expend will be replaced. Afterwards the boat will be trapped. Run to the front and use your heaviest machine gun to blow up as many boats blocking the way as possible.

When you hear a helicopter look to the right and fill it with bullets until it blows. Repeat this for any more choppers that come your way. In between destroying boats and choppers suited Frenchmen will board the boat. Take them out first then start concentrating on any remaining vehicles.

After destroying most of the boats and choppers a cutscene will introduce an Apache-type attack helicopter. If you picked up a rocket launcher, shoot it down - if not, use your heaviest machine gun. To avoid getting shot to pieces wait for the Apache to make a pass and shoot it when it is facing away. After it plunges into the see the mission will end. $5000 and a boat.

AVERY CARRINGTON

10. FOUR IRON

Follow the blip to Jock Sports and get some new clothes. Once disguised in tartan, head to the nearby golf club. You cannot take guns inside but to the right just after the entrance is a club.

Take the club and climb into the nearby caddy car. Cross the bridge and veer left until you reach a group of caddy cars and golfers. Find the target and beat him up. If he gets in a caddy car, chase after him. Reward $500.

11. DEMOLITION MAN

Go round the corner and climb into the marked van. After a brief tutorial you will be controlling an RC helicopter. Pick up bomb nearest to you and fly it to the building site.

The first target is on the ground to the left. To find the second one go up the stairs and drop the bomb to the right around the corner.

The third target is on the next floor up. You should fly your helicopter into any security guards with guns (this kills them, stopping them from shooting you down). Place the bomb in the marker to the right.

You'll find the remaining target on the top floor. After planting the bomb the building will blow. Reward $1000.

12. TWO BIT HIT

Head over to Little Havana and get some Cuban clothes from Little Havana Street Wear. Find a decent car and head up to the funeral. Go in and get spotted, then kill a few gangsters.

A marked car will drive off. Give chase. Start ramming the car but do not approach from behind as it drops explosive coffins. You need to keep ramming the car until it blows or stops. Try to force it off the road into an enclosed area then pull the driver out and kill him. Reward $2000. You will receive a call shortly after this, unlocking the Cuban missions.

00:06
$00010234
100 100
129-30

RICARDO DIAZ

Diaz can be found in the Coke Barons Mansion on Starfish Island

13. THE CHASE

Take one of the flashy cars by the front of the mansion and head towards the radar blip. When you reach the apartment look through the window then chase the man over the roof. If you catch fire, just keep going until the next cutscene. After jumping off the roof you will have to get on a bike and follow the villain in his jeep. Stay close behind but be sure to swerve around to avoid being shot. You do not need to be going very fast to keep up so take the corners slowly and watch out for the bumps in the road. Just keep up until you reach Prawn Island. Reward $1000.

Quick! Grab some wheels and follow him!

14. PHNOM PENH 86

This is probably the first time you've been in a helicopter in GTA. Lance will fly you to Prawn Island and circle the mansion. You should start off by shooting the barrels on the roof before finishing off any stray gangsters who avoid the explosion. The trick to beating this mission is to move the analog controller very slowly towards your targets. After clearing the roof the helicopter will give you a view of the balcony. Finish the gangster here and you will be taken to some tennis courts. You should target the vehicles first then the barrels before going for any individuals. Eventually you will end up back at the main building where you can kill the guy from the last mission. When they're all dead Lance will land the helicopter. Walk over to the main entrance and go inside. Kill the first group of gangsters with the gun from the chopper. Afterwards you might find it easier using the auto target of one of the light machine guns.

Make your way to the roof and pick up the brief case. Reward $2000. Beating this mission will unlock the second island, boats and more missions from Cortez and Avery.

15. THE FASTEST BOAT

Head to the docks in Vice Port. Approach the boat marker with care, as it is heavily guarded. Walk in from the outer gate. Use a sub machine gun to target and kill any thugs nearby. Walk up the dock slowly and check round the corners. When you get to the dock a cutscene informs you to find a switch. The switch is in the nearest warehouse. After the boat is in the water shoot a few more baddies then run down the pier and steal the boat. Police boats will start firing at you but remember the boat is the fastest so just go full speed back to the mansion. Reward $4000.

16. SUPPLY & DEMAND

Get in the boat at the back of Diaz's mansion. You will be joined by Lance. From the start go straight and into the body of water separating the two main islands. You should just be able to see the competition. After going under the first bridge stay to the right and get ready to go down the waterway in between the golf club and the eastmost island. Stay on the right to avoid running aground. Keep going but take the last few turns slowly and you should win.

Once you get to the yacht, Lance will drive you back while you sit shooting at the pursuing gangsters. Concentrate on blowing up the boats rather than the men on them. When you see the chopper spray it until it runs off then turn round to take out the boat in front. Reward $10,000. Kent Paul should give you a call afterwards, unlocking his missions.

I like your style, man. Real fresh.

17. RUB OUT...

The last mission marked with Diaz's D can be found just after coming off the bridge from Washington Beach. It becomes unlocked after completing Death Row. Lance will then appear and give you a gun. Make your way to the main entrance of the mansion, shooting anything that moves inside the grounds. The front door is locked so you need to head round the eastern side of the building. When you get round the corner Lance will start sprinting ahead so it's up to you to keep him healthy. He will lead you to a back entrance.

Inside Diaz's Mansion you should make your way to the top floor by going all the way up the stairs. Stop at each landing and use a light machine gun to auto-target any bad guys above you that you can't see. At the top go through the corridor to the main staircase where Diaz will appear. Shoot him until he runs into his office then follow him and shoot him until he dies. Reward $50,000 and the mansion as a new hideout.

VERCETTI MANSION

This used to be called the Coke Baron's Mansion. Now it belongs to you. Cool.

18. SHAKEDOWN

All of these missions are unlocked after you've completed Rub Out... Jump in one of the cars outside and speed up towards Vice Point. Go inside the North Point Mall. Once inside you have to smash all the glass in the indicated shops. Start by the east entrance and do the two windows to the left. After this go round and do the windows of Gash. This will get you two stars. After smashing the glass upstairs there's a handy set of spare clothes by the upper door. Run round the upper balcony to the next shop and smash its windows.

The cops will be on to you so sprint round to the escalators and go down. Smash the closest windows (there's health in a booth in the middle of the floor nearby) then run over and do the last two. Reward $2000. Finishing this mission lets you buy some of the properties that were previously locked.

19. BAR BRAWL

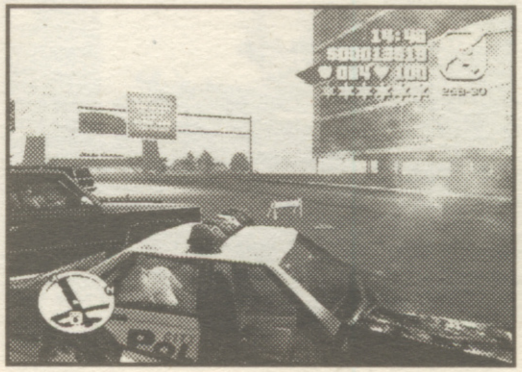
You get some buddies to help you on this one. Get in a car and head over to the Ocean Beach area. Do a drive-by on the two men out side the bar then go in and talk to the owner. Afterwards get in a car and speed north. Don't worry if one of your friends gets left behind. Park your car by the entrance and slaughter the men inside. Two of them will escape on bikes so get in a car and follow them. Knock one off their bike and squash them. Follow the blip to the second and execute him. Reward $4000.

20. COP LAND

Get in a car with Lance and drive towards the pink blip on the radar. Park near the open double garage. Commit a few crimes to get a Wanted level. Lure a couple of police officers into the garage and the door will shut. When it opens, you and Lance will be dressed in disguise.

In the yard behind the garage is an empty police car. Drive to the North Point Mall and enter via the southeastern corner door. Go in and step on the marker. As soon as the timer starts, go out the same door you entered by and get back in the cop car. After the explosion you will get a four-star wanted level.

Drive back to Vercetti Mansion at full speed. You will be chased all the way by the police, FBI and helicopters. Your police car will not last very long so when you reach a roadblock ditch it and get in the police van. Drive back to your mansion. Reward $10,000. This completes a sub quest. Money will now appear outside your mansion on a regular basis.



KENT PAUL

Geezer Kent Paul hangs out inside the Malibu Club.

21. DEATH ROW

Before attempting this mission pick up some armour. Get in the first vehicle you find outside and head south. Aim to cross the bridge connecting Starfish Island and speed over to Little Haiti. Make your way to the entrance of City Scrap. Drive your car into the vehicle blocking the entrance and try to take out a few thugs on the way. Get out of the car with an Uzi equipped and kill all the gangsters nearby using the auto-target.

Make your way through the yard, stopping every few meters to shoot some bad guys. Lance is in a hanger marked on the radar. Once he's free get in the vehicle next door. You now have to Lance to the hospital in Downtown. There's no time limit so do not be afraid to take massive detours if it helps avoid getting smashed up by your pursuers.

If you can manage to get on the main road running up the east side of the island, you can easily outpace the competition and get to the hospital with little effort. Reward $10,000. Soon after this mission Cortez will get in touch with more missions. This also unlocks a Diaz mission.

22. PRINT WORKS

Spilling the Beans: These missions become available after you purchase the Print Works hideout. Get in the cab outside. Enter the Malibu. After the cutscene drive down to Vice Port and get on the large ship on the east side of the docks. Shoot your way to the front of the ship and climb the stairs to the marked area. Escape from the boat and use the Linerunner opposite the off ramp to get back to the Print works. Reward $2000.

23. HIT THE COURIER

Drive down to the docks and head for the blip. Approach cautiously because all the nice-looking ladies are armed to the teeth and will kill you before you can blink. Stand by the gate and shoot them one at a time. The bulletproofed courier will crash. Step back while keeping the ladies pinned down. After a few explosions sprint towards the arrow and collect the Plates, then get in the nearest vehicle and rush back to the Print Works. Reward $4000. The Print Works will now generate cash for you to collect.

16:48
$00021654
100
4
N

CHEATS

Enter any of the following cheats during gameplay. If you enter a code correctly, a message will flash in the top right corner of the screen.

The vehicle cheats will not always produce a vehicle if you are standing in crowded areas. One place that definitely works is standing on the road outside from the Ocean View Hotel. When you are inputting a cheat be careful not to be holding onto any highly dangerous weapons, as the fire button will need to be pressed in some of the codes. Also, some of the cheats can seriously spoil your game so do not save after inputting them.

If you play around with the cheats, re-set your PS2 before continuing with your game.

05:25
014
100

USEFUL CHEATS

ALL WEAPONS 1
R1, R2, L1, R2, L, D, R, U, L, D, R, U

ALL WEAPONS 2
R1, R2, L1, R2, L, D, R, U, L, D, D, L

ALL WEAPONS 3
R1, R2, L1, R2, L, D, R, U, L, D, D, D

ARMOUR
R1, R2, L1, X, L, D, R, U, L, D, R, U

HEALTH
R1, R2, L1, O, L, D, R, U, L, D, R, U

SUICIDE
R, L2, D, R1, L, L, R1, L1, L2, L1

RAISE WANTED LEVEL
R1, R1, O, R2, L, R, L, R, L, R

LOWER WANTED LEVEL
R1, R1, O, R2, U, D, U, D, U, D

ATTRACT WOMEN
(SOME GIRLS WILL FOLLOW YOU EVERYWHERE)
O, X, L1, L1, R2, X, X, O, T

COSTUME CHEATS

RICARDO DIAZ
L1, L2, R1, R2, D, L1, R2, L2

LANCE VANCE
O, L2, L, X, R1, L1, X, L1

CANDY SUXXX
O, R2, D, R1, L, R, R1, L1, X, L2

KEN ROSENBERG
R, L1, U, L2, L1, R, R1, L1, X, R1

HILARY KING
R1, O, R2, L1, R, R1, L1, X, R2

PHIL CASSADY
R, R1, U, R2, L1, R, R1, L1 ,R, O

SONNY FORELLI
O, L1, O, L2, L, X, R1, L1, X, X
MERCEDES (A PERSON, NOT A CAR)
R2, L1, U, L1, R, R1, R, U, O, T

LOVE FIST MEMBER 1
D, L1, D, L2, L, X, R1, L1, X, X

LOVE FIST MEMBER 2
R1, L2, R2, L1, R, R2, L, X, S, L1

VEHICLE CHEATS

RHINO
O, O, L1, O, O, O, L1, L2, R1, T, O, T

BLOODRING RACER
D, R1, O, L2, L2, X, R1, L1, L, L

BLOODRING BANGER
U, R, R, L1, R, U, S, L2

HOTRING RACER #1
R1, O, R2, R, L1, L2, X, X, S, R1

HOTRING RACER #2
R2, L1, O, R, L1, R1, R, U, O, R2

ROMERO'S HEARSE
D, R2, D, R1, L2, L, R1, L1, L, R

LOVE FIST
R2, U, L2, L, L, R1, L1, O, R

TRASHMASTER
O, R1, O, R1, L, L, R1, L1, O, R

ABRE TURBO
R, L2, D, L2, L2, X, R1, L1, O, L

CADDIE
O, L1, U, R1, L2, X, R1, L1, O, X

OTHER CHEATS

BLOW UP CARS
R2, L2, R1, L1, L2, R2, S, T, O, T, L2, L1

AGGRESSIVE DRIVERS
R2, O, R1, L2, L, R1, L1, R2, L2

PINK CARS
O, L1, D, L2, L, X, R1, L1, R, O (MAKES SOME CARS PINK)

BLACK CARS
O, L2, U, R1, L, X, R1, L1, L, O (MAKES SOME CARS BLACK)

DODO CHEAT
R, R2, O, R1, L2, D, L1, R1
(MAKES YOUR CAR HANDLE LIKE THE DODO PLANE FROM GTA3)

PERFECT HANDLING
T, R1, R1, L, R1, L1, R2, L1

SUNNY WEATHER
R2, X, L1, L1, L2, L2, L2, D
CLOUDY WEATHER
R2, X, L1, L1, L2, L2, L2, T

VERY CLOUDY WEATHER
R2, X, L1, L1, L2, L2, L2, S

STORMY WEATHER
R2, X, L1, L1, L2, L2, L2, O

FOGGY WEATHER
R2, X, L1, L1, L2, L2, L2, X

SPEED UP TIME
O, O, L1, S, L1, S, S, S, L1, T, O, T

SLOW DOWN TIME
T, U, R, D, S, R2, R1

PEDS RIOT
D, L, U, L, X, R2, R1, L2, L1

PEDS HATE YOU
D, U, U, U, X, R2, R1, L2, L2

WEAPONS

There are 40 different weapons in GTA Vice City but you can only have eight at a time.

You are allowed one of each type of weapon. One fist weapon, one hand gun, one mêlée weapon, one explosive, one shotgun, one light machine gun, one heavy machine gun, one heavy weapon and one rifle.

FIST

Includes your hands and feet. You can also get knuckle-dusters

HAND GUNS

There are plenty of these around. They feature the handy lock on mode by pressing R1

MÊLÉE

Things like baseball bats, chainsaws and Katana's. Slightly better at hurting people then your fists

EXPLOSIVE

Includes throwable things like grenades and gas canisters

SHOTGUN

These are good at close range but they make you run slowly when equipped

LIGHT MACHINE GUNS

All the Uzi-type weapons. These are the most useful guns in the game. They can be fired out of vehicles and they have the lock-on feature

HEAVY MACHINE GUNS

M16-type weapons. If you press aim, you go into first-person mode

HEAVY WEAPONS

Rocket launchers and flame-throwers. Rockets are great for shooting down helicopters

RIFLE

Sniping and killing from a distance

HIDDEN PACKAGES

Hidden packages are worth $100. For every ten a useful item will appear. Here are ten to get you started:

- In the underground car park near the Colonel's yacht
- On the lighthouse steps
- Underneath the bridge connecting Vice Point to Prawn Island on the Vice Point side
- Get under the Downtown side of the bridge leading to Prawn Island and follow the embankment north.
- Down a ramp in the Schuman Healthcare Center
- Inside the large glass airport building. By the glass looking out to the planes on the ground floor
- At the end of the walkway to Gate 1-8 in the airport.
- In the yard just west of the Vice Port Pay N' Spray
- In the yard opposite Café Robina
- In a pool on Starfish Island in the grounds of the house opposite to Diaz's

GOOD STUFF

This stuff is all dead easy to find. Just check out the descriptions below and you've got 'em!

HELICOPTOR

On the roof of the Vice City Police department in Downtown. It lets you fly almost anywhere

PACKER

This is a truck with a ramp on the back found in the airport. You can park it anywhere to make an instant ramp

LINERUNNER

Found in Vice Port. These big trucks are ideal for missions that require smashing into things

POLICE CARS

Find them almost anywhere but if you want one without breaking the law, look around any police station

VICE POINT CHOPPER CHECKPOINT

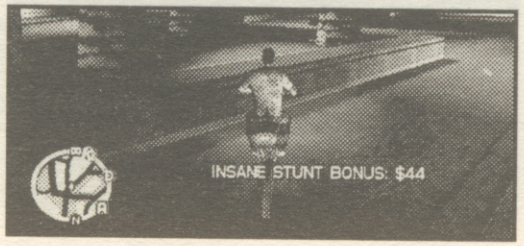
There's a helicoptor in the park near the Vice Point Paint 'N' Spray. Get in and complete the course to get a prize. The quicker you do it, the more you get

DIRT BIKE TRACKS

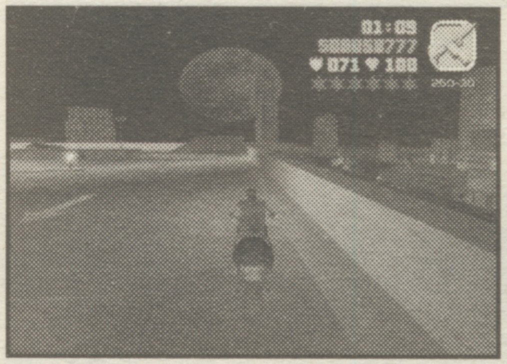
There are two. Complete the challenges on the tracks to win prizes

FBI WASHINGTON

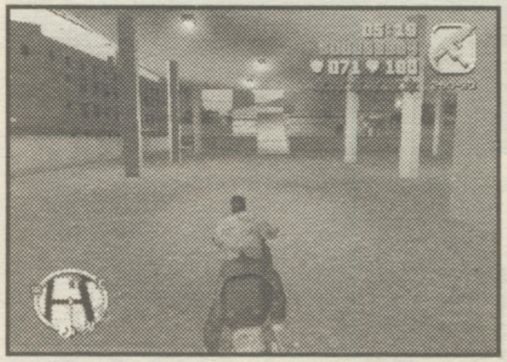
FBI cars are great. You can get one from the alley next to the Well Stocked Pizza in Little Haiti



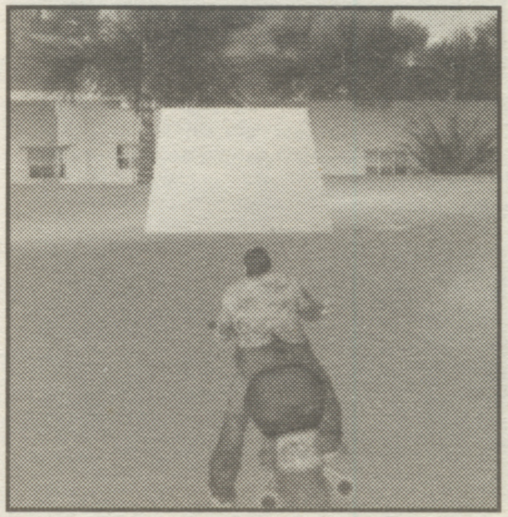
36 UNIQUE JUMPS



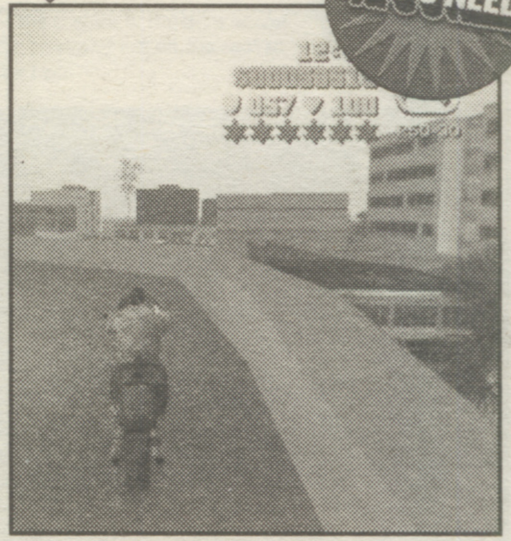
1. Go to the top of the large multistorey carpark near the starting hotel and prepare to jump off the ramp that faces south.



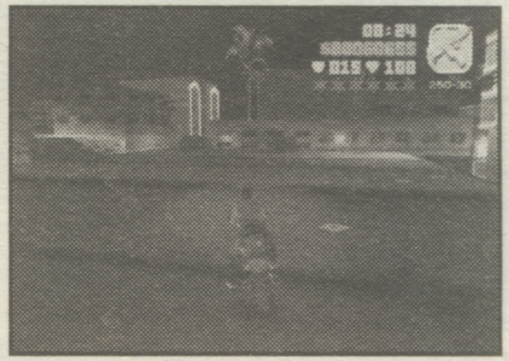
2. Find the Pay N' Spray in Ocean Beach. Next door is a white building on stilts. Use the alley opposite to gain enough speed to hit the steps in the grounds of the white building and aim to land on the roof with the helicopter on.



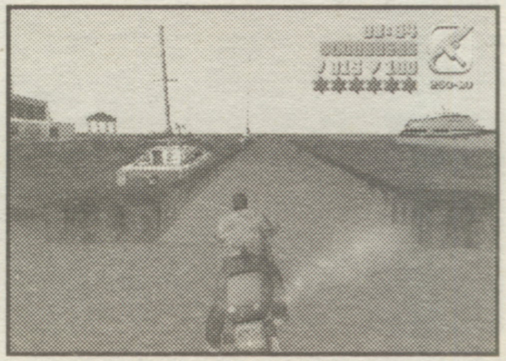
3. Follow the steps for completing jump 2. This time when you land on the roof with the chopper keep the accelerator pressed down and hit the ramp on this roof at full speed to land on the roof of the building opposite.



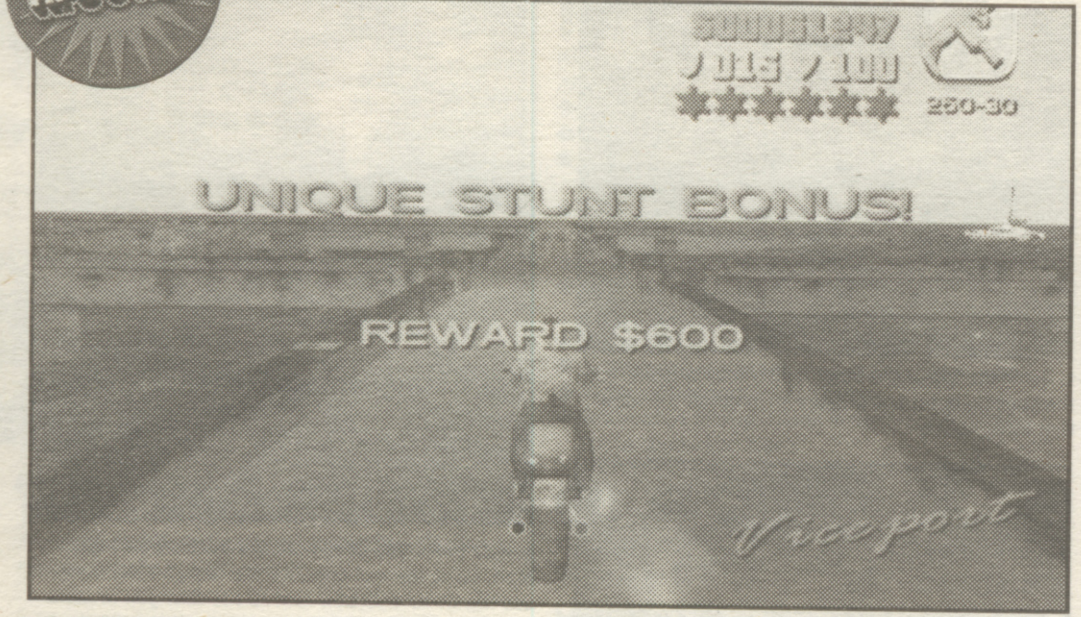
4. Ride to the top of the carpark by the Washington Mall. Go to the end opposite the shotgun pick-up then use the sloping section next to the shot gun to make a jump to the building across the road that has three vents to the right and some steps ahead.



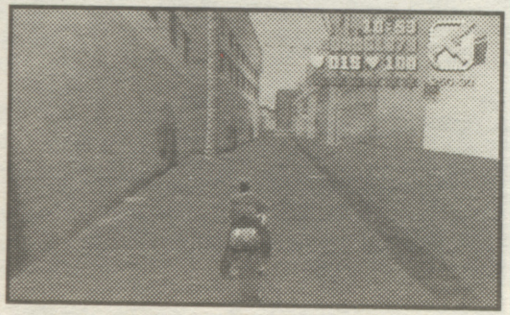
5. After you finish jump 4 use the steps ahead to get onto the next building. Use the left vent facing south to land on the other side of the building opposite.



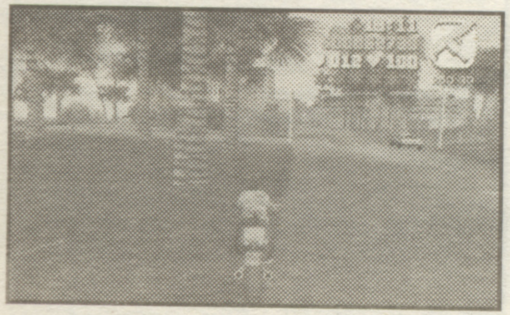
6. Go to where Cortez's Yacht was and enter the open dock to the north. When the dock turns left ride at full speed and hit the ramp at the end to land on the other side of the dock.



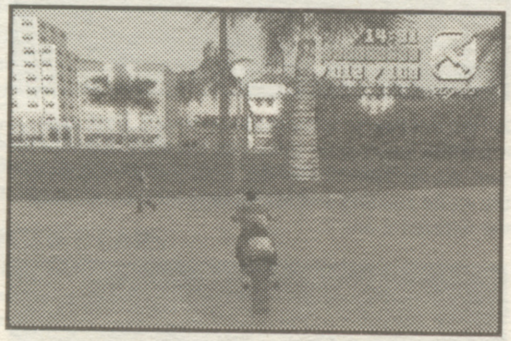
7. Complete jump 6. As you fly through the air to the other dock, keep the accelerator held down. When you land keep going straight at full speed to hit the next ramp. Make sure you are dead straight in order to avoid the deep plunge on the other side.



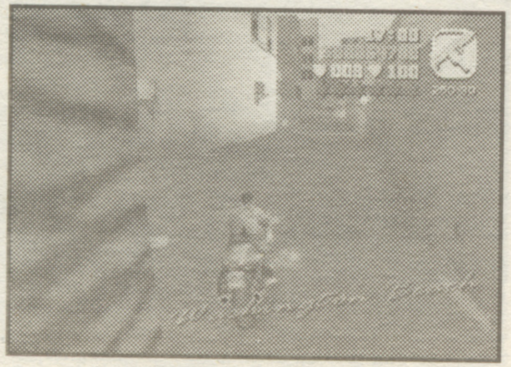
8. Ride your PCJ 600 into the alley behind the Ocean View Hotel. Face north and ride at full speed towards two palettes on the left. When you hit them try to aim slightly left and land on the building opposite to complete the jump.



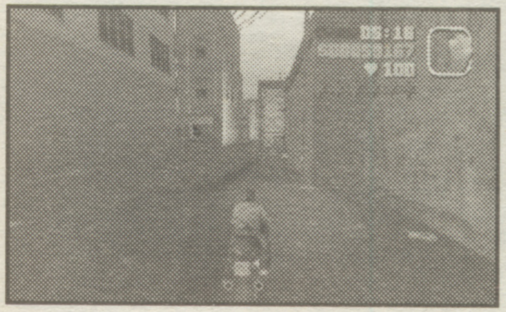
9. Get a PCJ 600 and head to the Malibu Club. Ride south until you see the alley that runs parallel with the beach road. Start on the grass amongst the palm trees and hit the ramp just to the side of the alley. You need to land on the roof of the building to make it count.



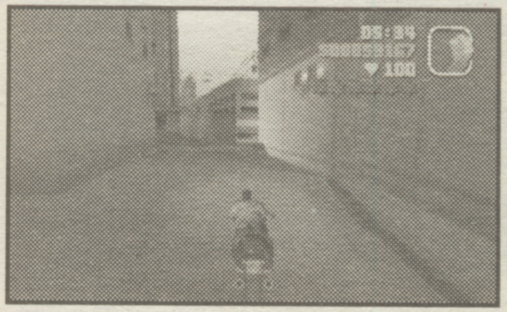
10. Ride south from the Malibu Club and follow the beach road. Take the first right. On the right is a set of steps pointing west. Back up to the low wall by the beach, hit the steps full speed and land on the roof of the police station.



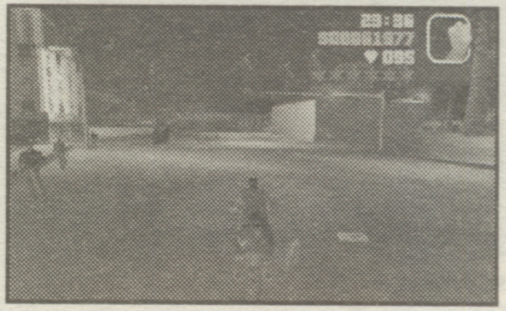
11. From the Malibu Club ride south and find the long alley running parallel to the beach road. From the entrance to the alley rev up and go full speed until you see some steps on the right. Ride over them at full speed and land smoothly on the roof ahead across the road (you will need to control the bike's angle in midair to ensure a good landing).



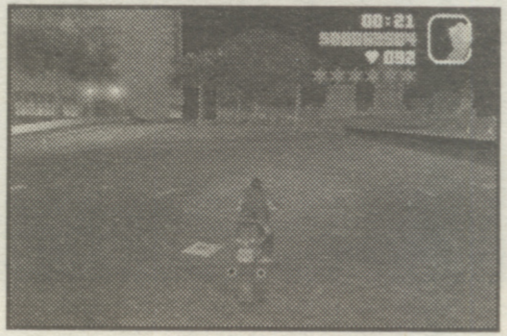
12. Opposite the back entrance of DBP Security is a set of steps facing south. Drive along the alley and get a good run-up. Aim to land somewhere on the roof of the building but be careful not sail right over.



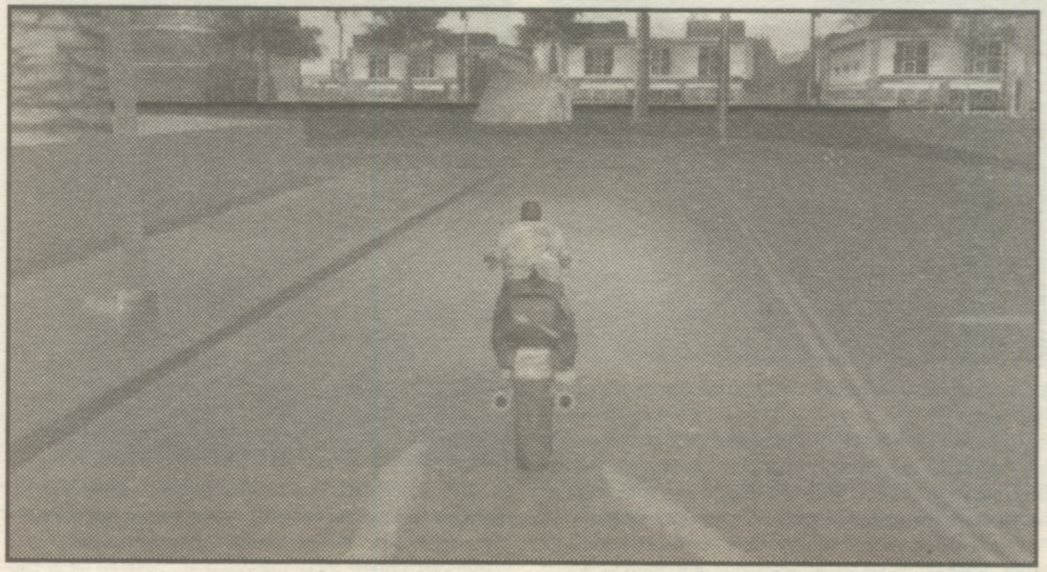
13. At the back of DBP Security is a long alley heading south. Ride down it at full speed. After a few twists you will see a couple of palettes on the right just before a road. Hit these at full speed and aim to land in the middle of the alley across the road and not on the roof to the right.



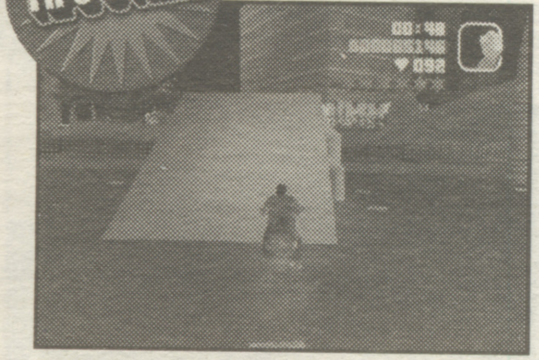
15. Opposite the Bunch of Tools shop in Washington Beach is a mound of dirt by the small river. Back your bike up along the road leading to the Starfish Island bridge and then use the dirt as a ramp to get across the river.



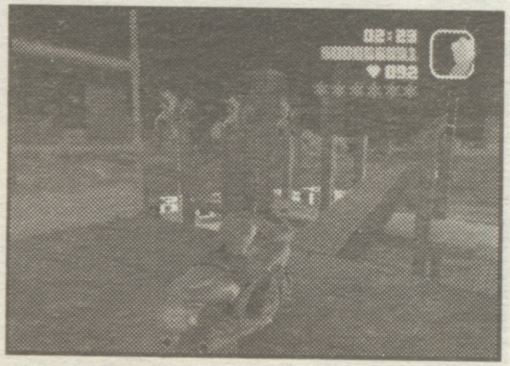
16. Ride your bike along the stretch of grass just south of the Malibu Club. At the end is another cement ramp. Drive over and land on the other side of the bridge.



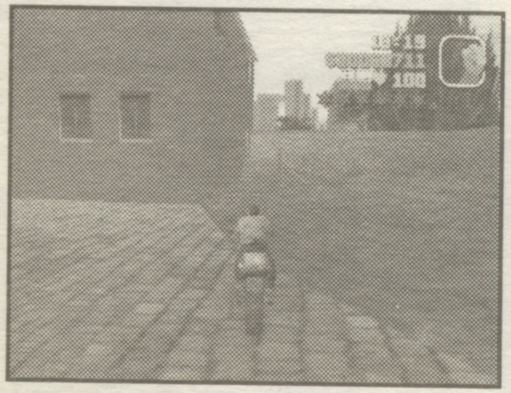
14. South of the Malibu Club is a cement ramp. Ride it at full speed and land on the other side of the small river.



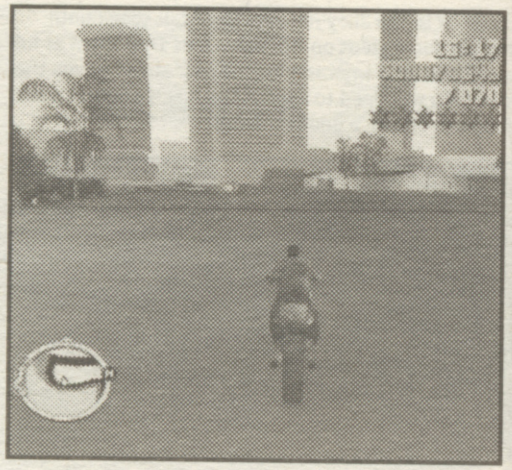
17. Ride west along the road behind the Washington Beach police station and use the cement ramp. Land safely on the other side of the small river to complete the jump.



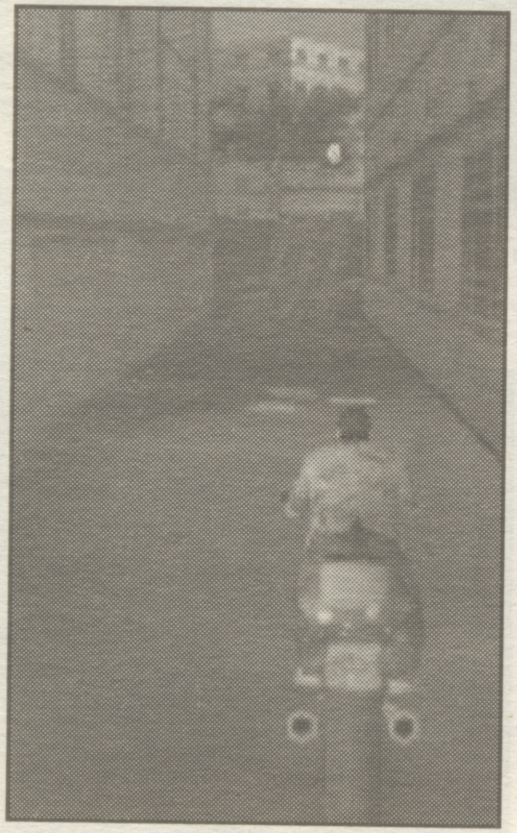
18. Ride your bike to the construction site where you receive missions from Avery Carrington. Drive up the ramps to the highest level. Line yourself up with the red girder that points nearly north and drive off the end.



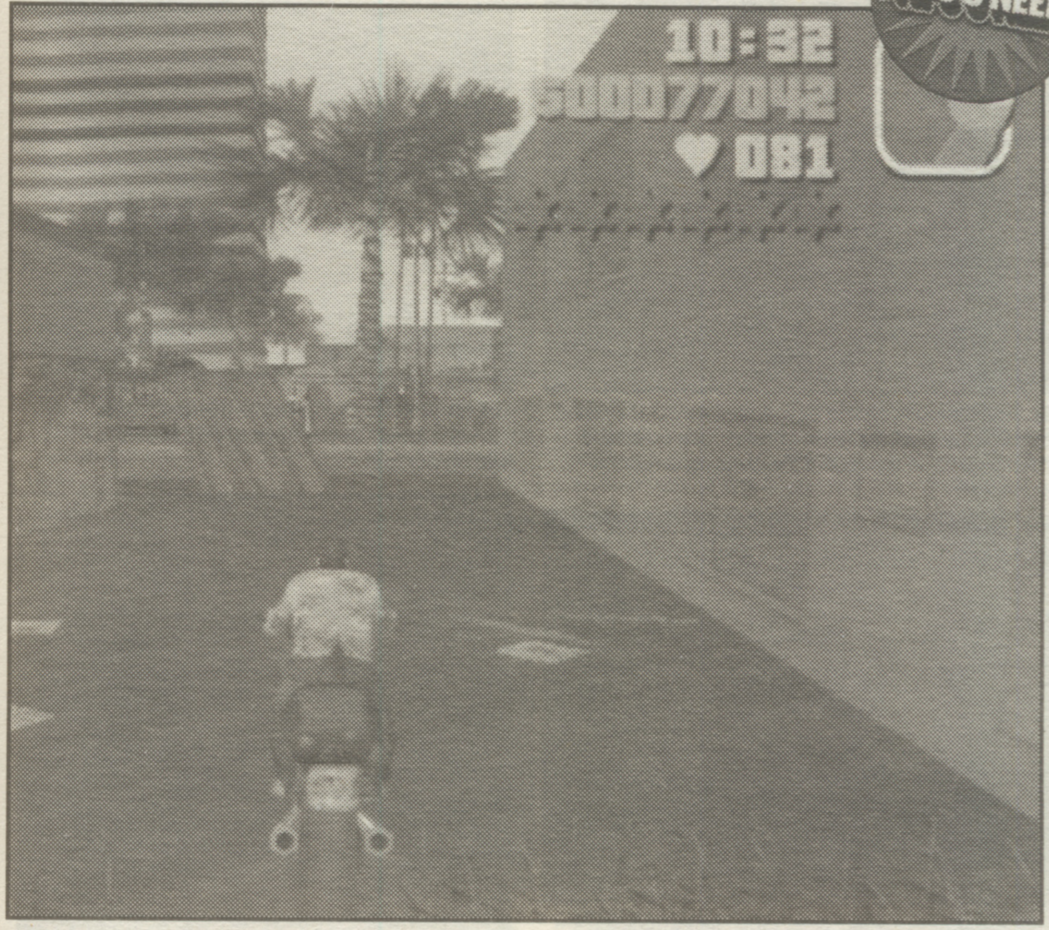
19. From Vercetti Mansions on Starfish Island turn left out of the drive and take the first right heading north down the middle of the island. At the end (slightly to the right) is a small alley pointing north heading to the water. Ride to the end and turn right. Go through the gap to the grounds of the orange house. Opposite the double garage is a small set of steps. Back up as far as you can and use them as a ramp to land on the other side.



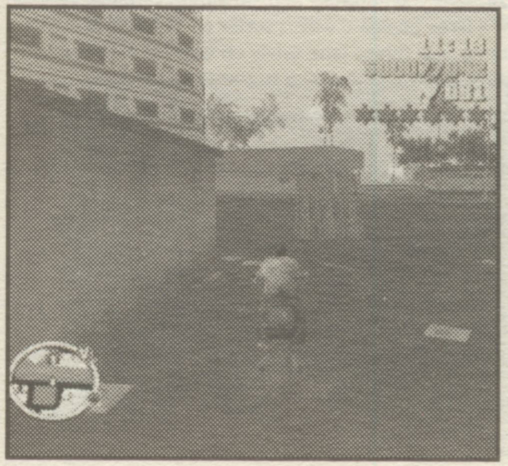
20. From Vice Point ride over the bridge to Prawn Island. On your left as you come off is a set of white steps. Use these to reach another ramp and land on the roof opposite the main entrance of the film studios. Back up and use the ramp facing the studios to make a jump across the road and into the grounds of the film studios.



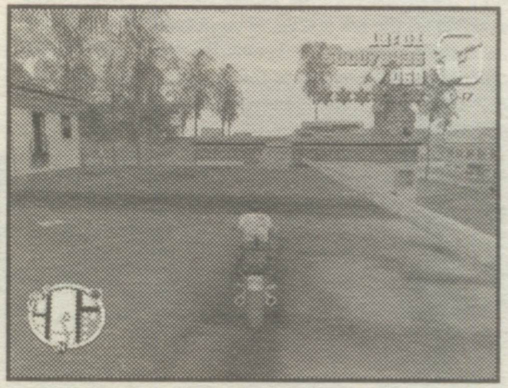
21. Ride north from the front of Kaufman Cabs. Follow the road when it curves east. On the right opposite some low yellow buildings is an alley with a ramp leading to a bribe. Take the ramp at speed to clear the billboard on the other side.



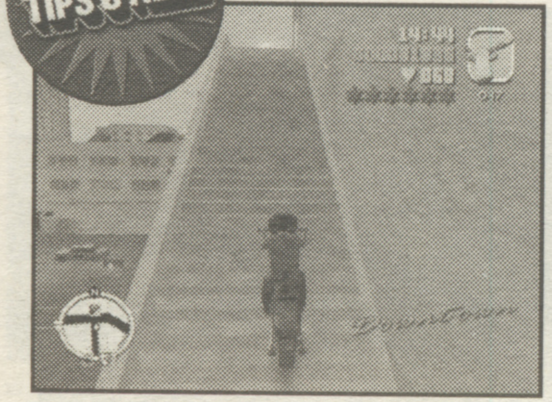
22. Follow the road south from Well Stacked Pizza in Little Haiti. Take the first left. There should be a broken bus further down on the right. Use the ramp on the left to jump over the broken bus.



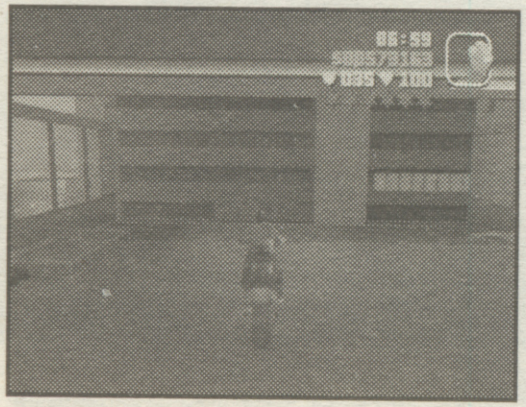
23. To the east of the Vice City Printing Works is a concrete ditch. In the middle is a police bribe suspended in midair. Near this is a ramp. Back up as far as you can and hit this ramp at full speed. You should be landing on the building on the far side to complete the jump.



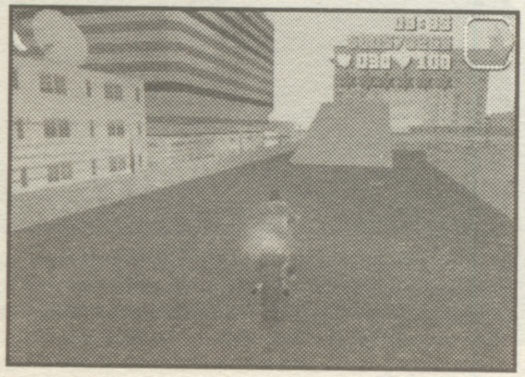
24. From the entrance to the Café Robina head east then take the first left and ride north. When you see a yellow building with PARK! written all over it enter the alley on the right and turn right in the alley. Ahead is a ramp. Use it to reach the next roof then hit the ramp on this roof to get to the next one. Just after this is a slightly lower ramp that you need to hit at speed to complete the jump. You will land on one of the buildings just east of the Café.



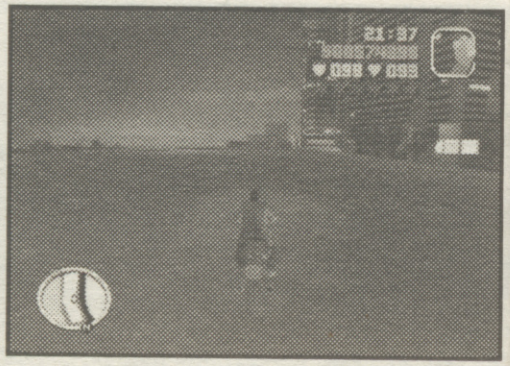
25. Find Ammu-Nation in Downtown. Across the street to the south is a long flight of steps. Use these as a ramp to land on the roof of the building across the street.



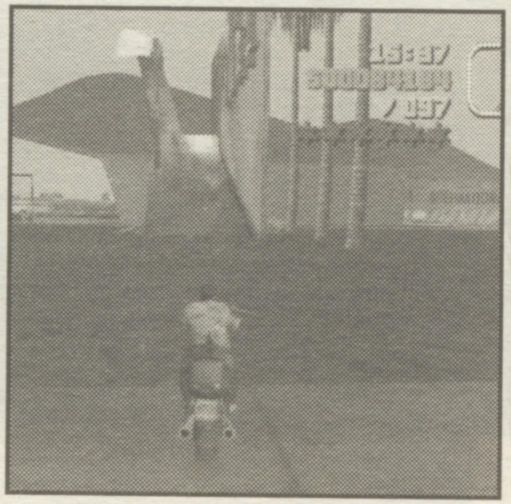
26. You can't do the following three jumps until you are doing a mission called G-Spot Delight. If you miss one in the mission, here's how to get them later. Head north from the Greasy Chopper. Ignore the first left. After the building on the left is a set of steps leading to the Downtown Chopper Checkpoint. Go round and into the office. Take the elevator to the top floor. Drive the bike out of the window and land in the opposite building to complete the jump.



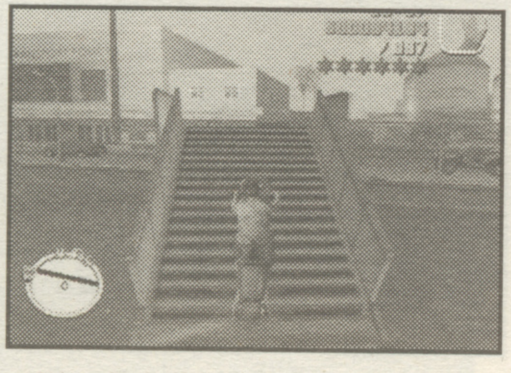
27. After completing jump 26 you will have to make a few smaller jumps until you reach the roof of the hospital. Use the ramp on this roof to reach the opposite building to complete the jump.



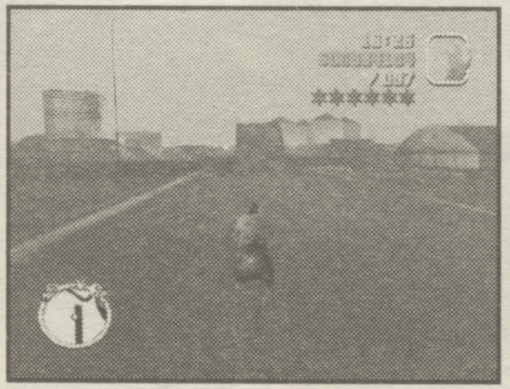
28. After 27 you are forced to jump from roof top to roof top. The final jump in the mission is also a Unique jump. All you need to do to complete it is land on the roof.



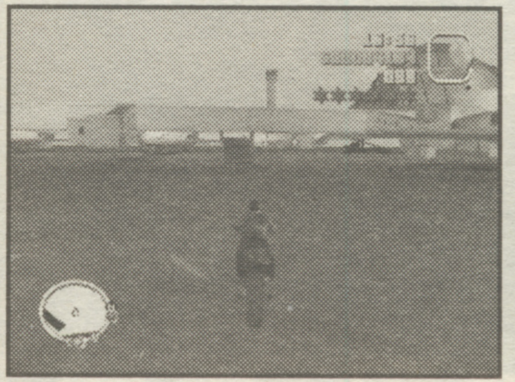
29. Near the entrance to main airport terminal building is a large billboard with a surfer on. It forms part of a ramp. Use this to land safely on the roof of the main airport terminal building to complete the jump.



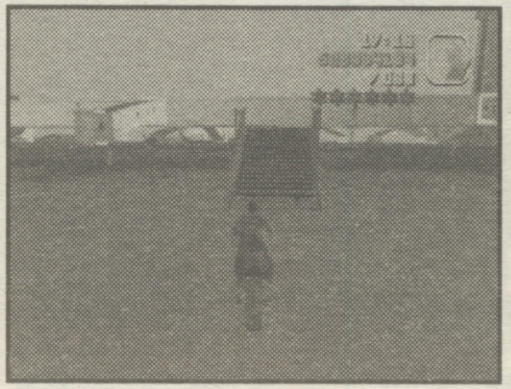
30. Ride around the main airport terminal building until you are in front of the glass. Stop before going under one of the walkways leading to planes. If you look east there is a set of steps pointing towards the Vice City Transport Police building. Use the steps to land on the roof of this building.



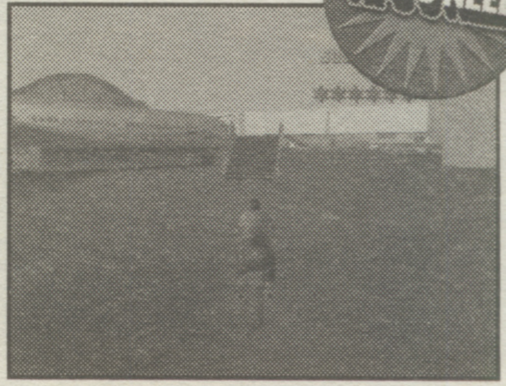
31. At the end of the long diagonal run way inside the airport are two ramps. Use the run way to get a good run-up and use the left ramp to clear the fence and land in the street.



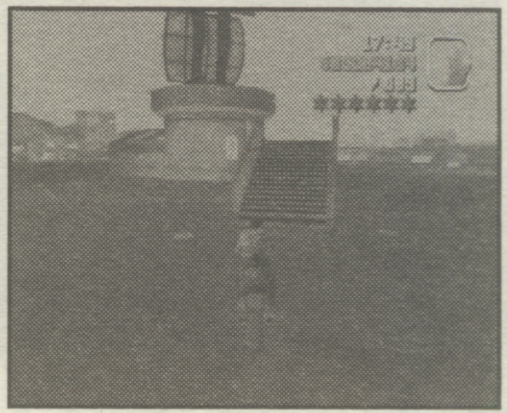
32. Enter the grounds of the airport by the main terminal building. Find the easternmost of the two walkways that lead to the planes and ride down the east side of it until you find a set of steps. Back up and use these as a ramp to go over the walkway and land on the other side.



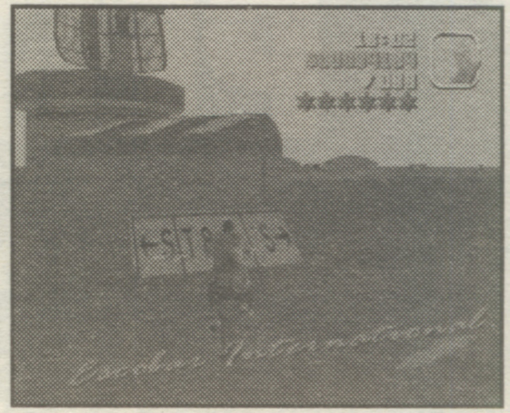
33. Enter the grounds of the airport by the main terminal building. Find the westernmost of the two walkways that lead to the planes and ride down the eastern side of it until you find a set of steps. Use these as a ramp to jump over the walkway.



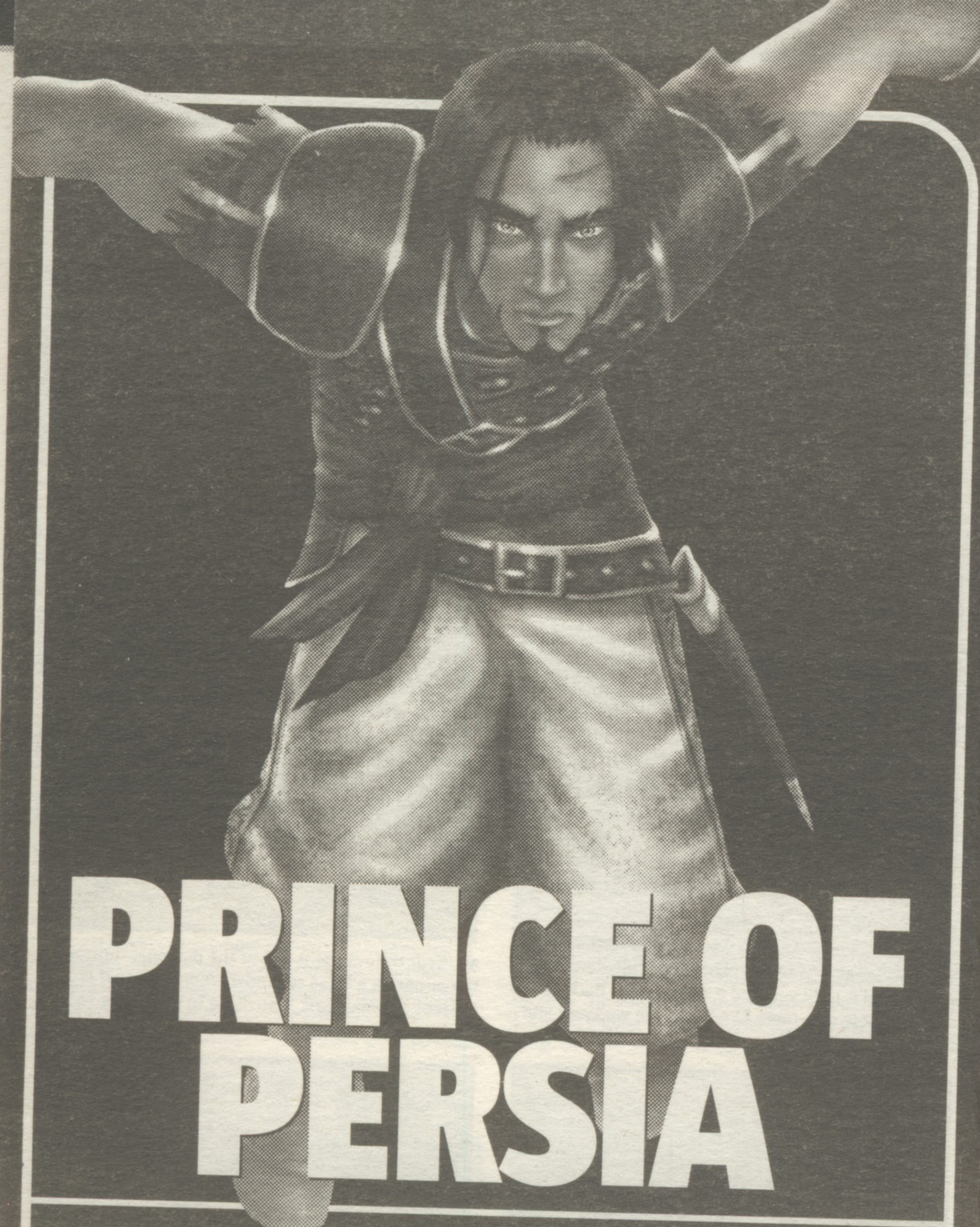
34. Enter the grounds of the airport by the main terminal building. Find the westernmost of the two walkways that lead to the planes and ride down the western side of it until you find a set of steps just after a plane. Use these to jump over the walkway.



35. Near the southern end of the diagonal runway in the airport is a large red radar. Very close to it is a set of steps pointing east. Use these to jump over the lower part of the radar.



36. Near the southern end of the diagonal runway in the airport is a large red radar. Nearby is a tiny yellow ramp with writing on it. Use this as a ramp and aim slightly right to jump over the lower part of the radar.



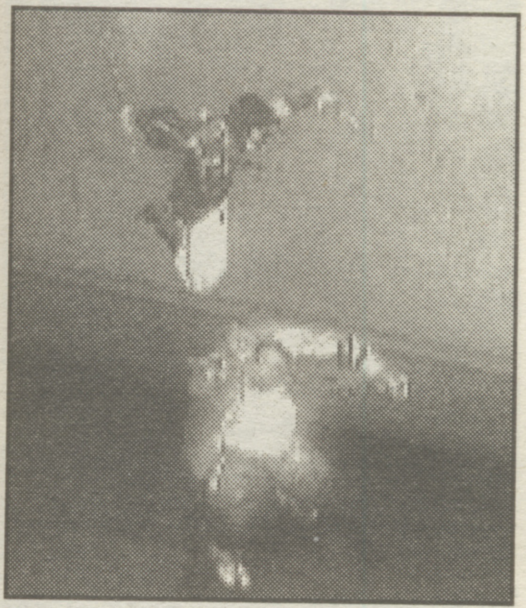
PRINCE OF PERSIA

Wanna know how to beat the bosses and solve the trickiest puzzles? Barny'll help...

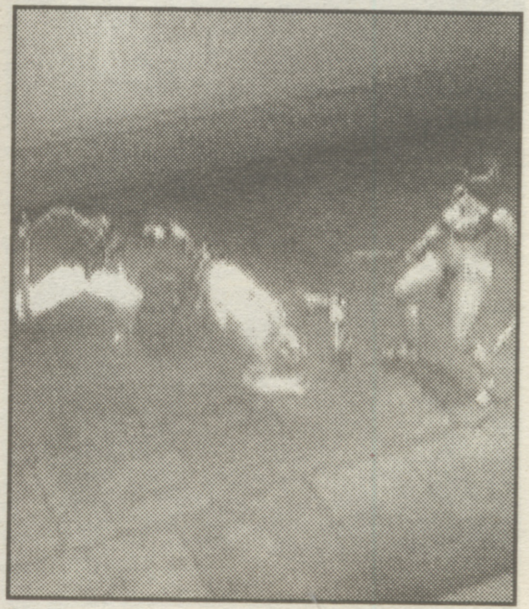
COMBAT EVOLVED

There are lots of neat little tricks to get you through the fights in Prince of Persia but usually the easy ones are the best. Remember to use X to roll around, this is the best way to avoid being surrounded and swatted like a fly. If you do get stuck in a corner hold down R1 to block and walk away.

LEAP ATTACK

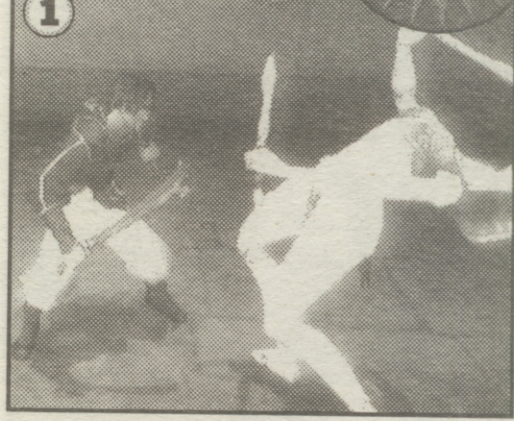


Choose an enemy then run up to them and press X. You will run up their body and leap into the air

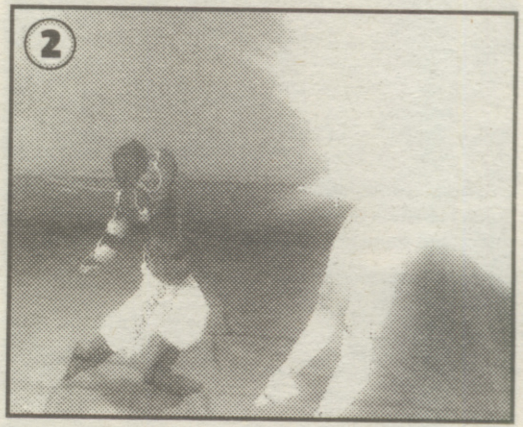


Quickly press Square to attack as you do this to slash at the monster while in mid-air. Then stab them with the dagger

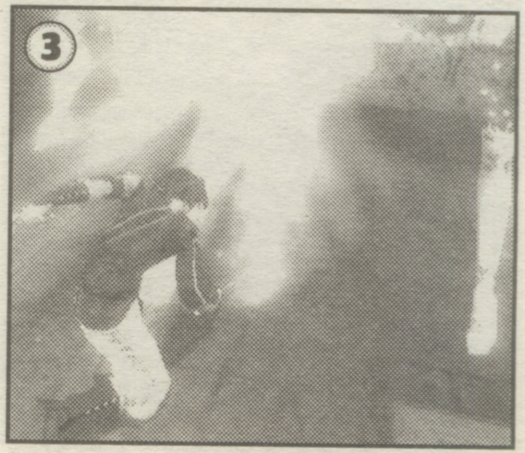
FREEZE ATTACK



Watch your sand meter in the top left corner. The half moon symbols represent the number of Freeze attacks you have

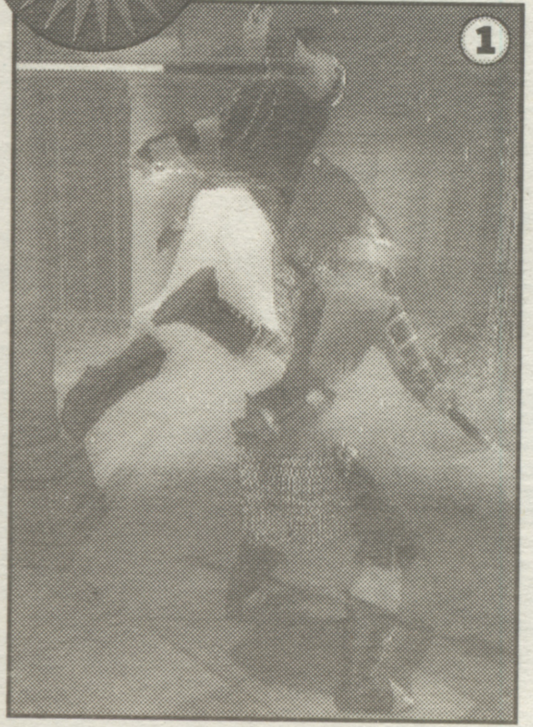


Some larger creatures can be fooled with a two-hit combo. Hit Square then Triangle – this will often result in instant freeze

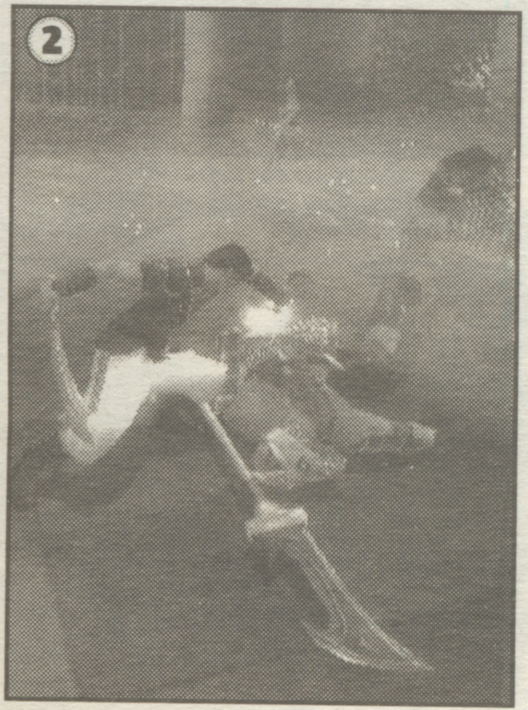


Quickly stab them with the dagger (Triangle) to freeze them in place then perform a two-hit combo to slice them into pieces

WALL ATTACKS



Some monsters will always block the standard leap attack and some will even parry and counter-attack



However you can still Leap attack them so long as you use a wall or pillar to get in the air. Slice them on the way down as usual to knock them over

VULTURES

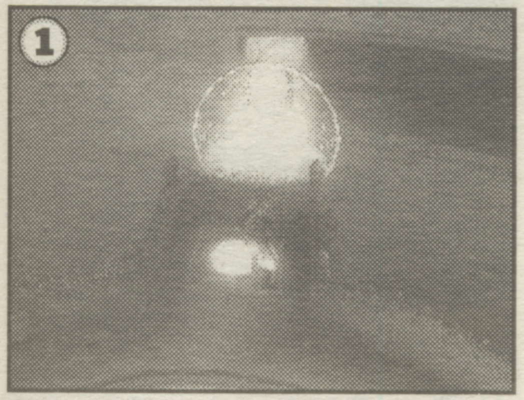
Later in the game you will be attacked by vultures while tight rope-walking. They can easily knock you to the ground

When a vulture comes near tap L1 to slow down time. When they are poised to attack swing your sword and you should cut them down

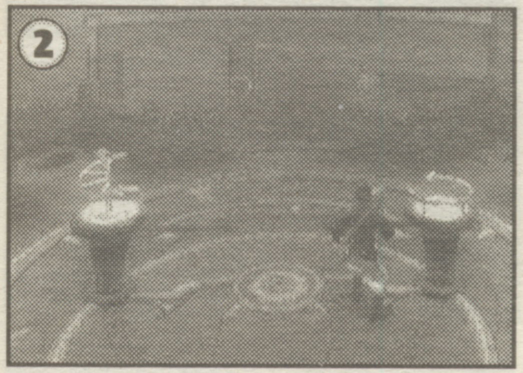
PUZZLES

Some of the puzzles in Prince Of Persia are brain-meltingly confusing. But don't worry, because here at CVG Towers we have teams of genetically engineered monkeys,m specially trained to work them out so you don't have to.

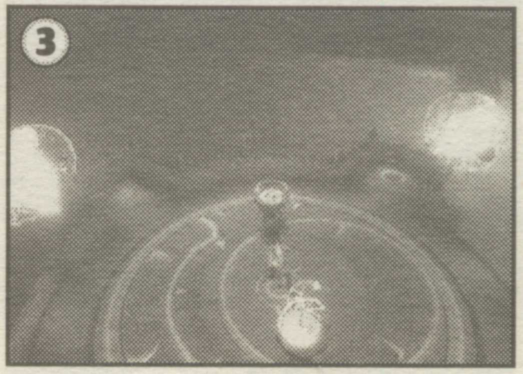
REACTIVE DEFENCE SYSTEM



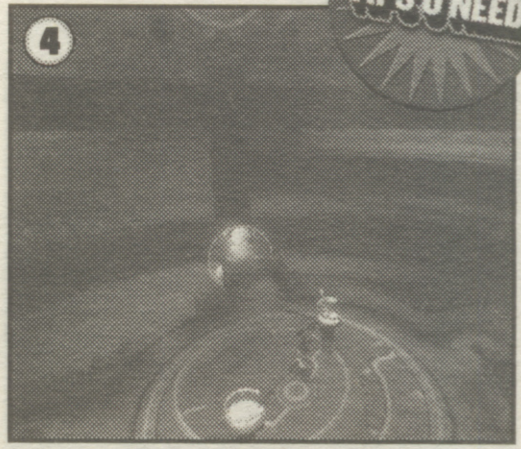
Once the platform reaches the bottom, step on the glowing white button to pick up the first axle



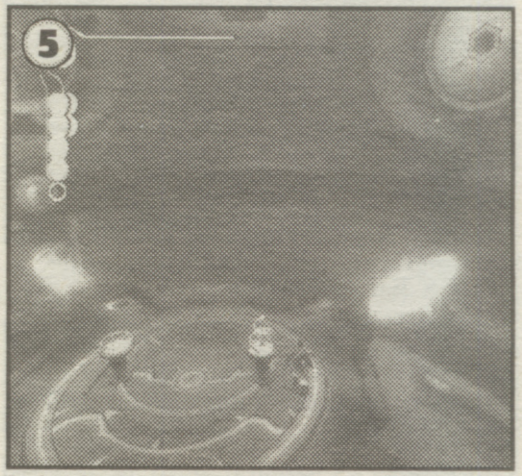
Now push the horizontal lever to the right then use the vertical lever to go up one step. Now push to the left three times



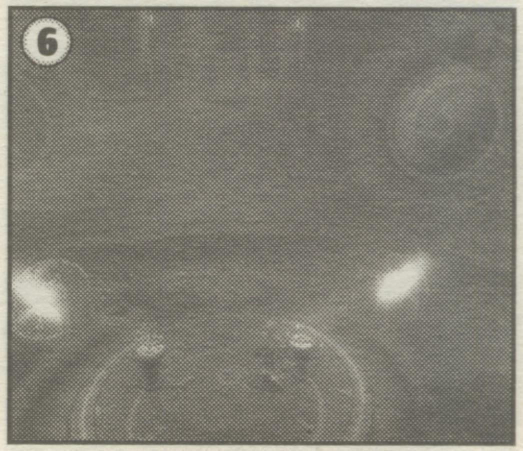
Pull the vertical lever to bring the platform in line with the second axle then step on the glowing button to pick it up



Push up once then go to the right twice so that both your axles are on a vertical run. Push up twice then step on the switch to retrieve the third axle

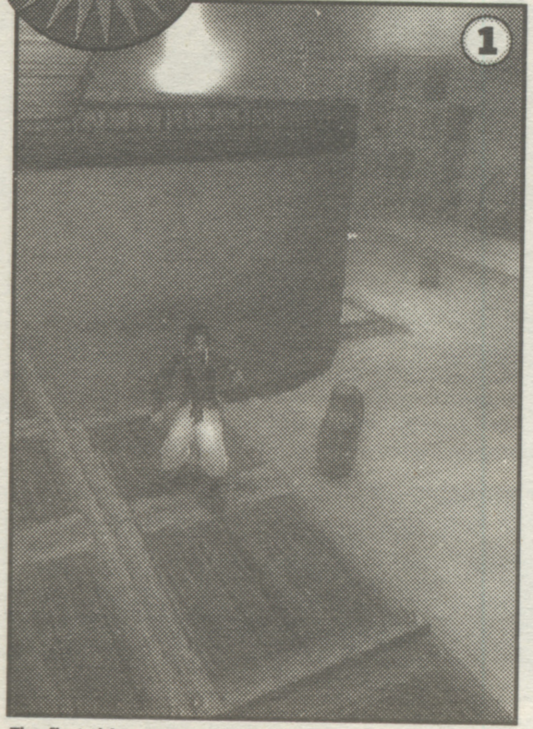


Push right once then move the platform down to pick up the last axle. Push up once then move the whole lot left once and then up once

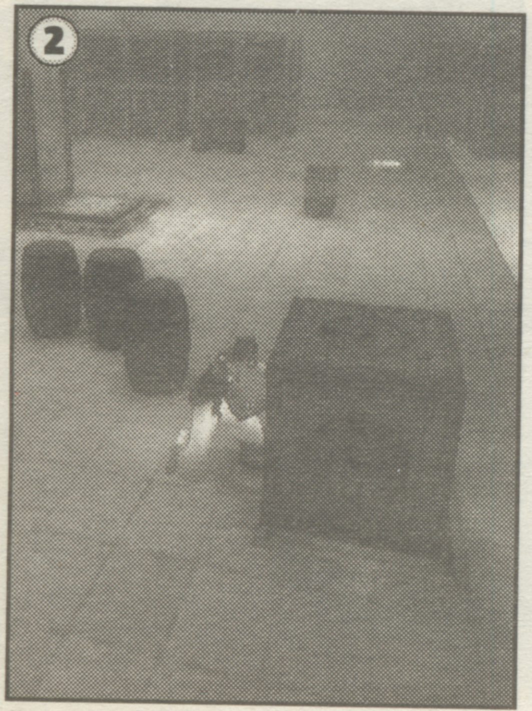


With the axles now in place, you must run across and climb the ladder. Stand on the marker and jump up to grab the lever

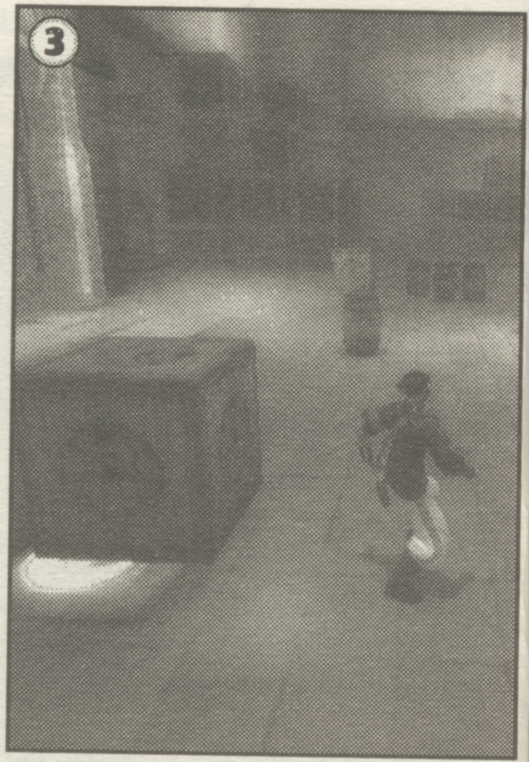
THE WAREHOUSE



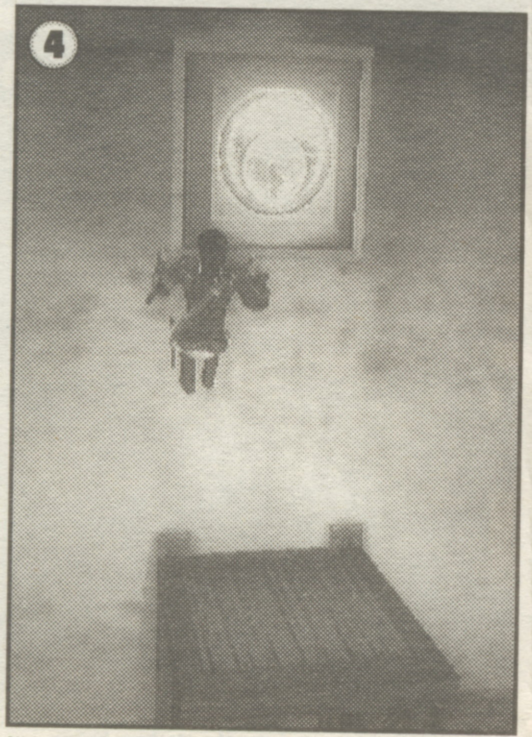
The first thing you need to do when you reach the bottom is clear out all the monsters hanging around



Now you need to locate an odd-looking crate on the boxes to the left. Push it onto the ground and then shove it onto the floor button on the left

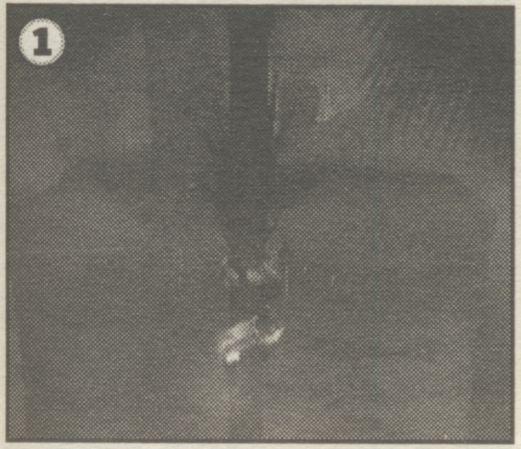


Look behind the boxes on the right for another crate. Pull this around and put it on the second floor button

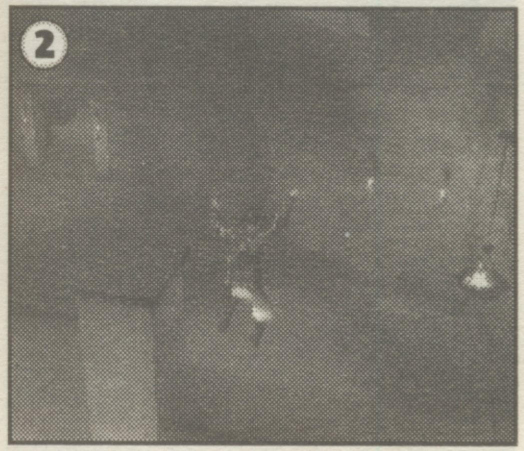


Now you can climb up to the ledge, hop on the platform you created and run up the wall to activate the switch that opens the door

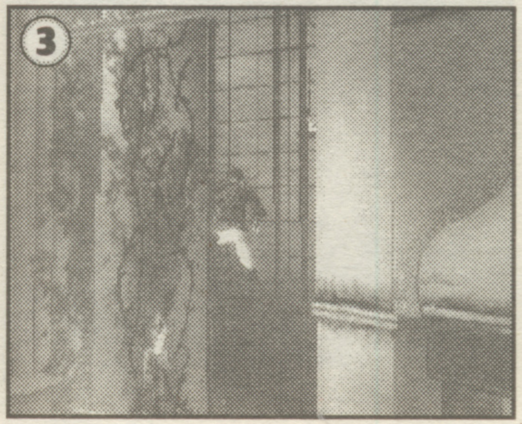
THE SULTANS ZOO



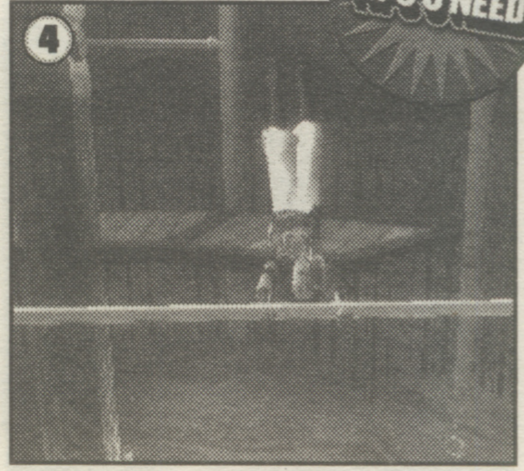
Climb the ledge, and then use the tree to reach the top. Drop down at the top and use the tree branch to swing onto the wall



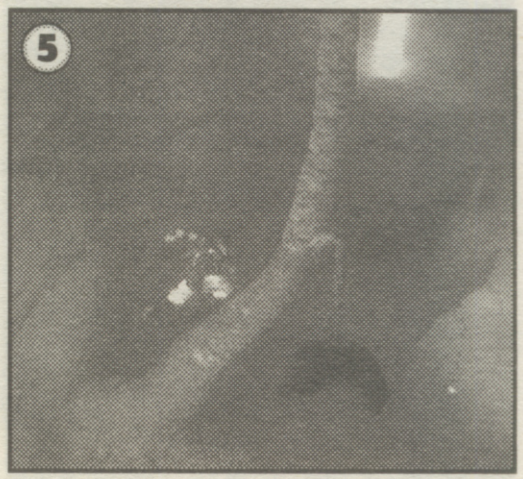
Jump and stand on the pad to let the Princess in. Kill the vultures and move the block in the room to reveal a crack



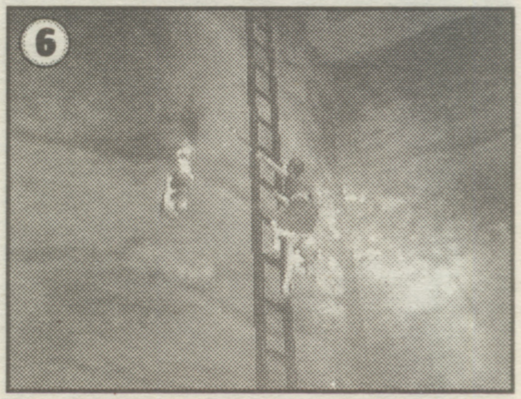
Go through the door the Princess opens. Jump onto the pole. Swing around and bounce off the wall onto the one above



Swing across to the platform. Swing to the next then climb the ladder. Run across the walls at the top and grab onto a long pole

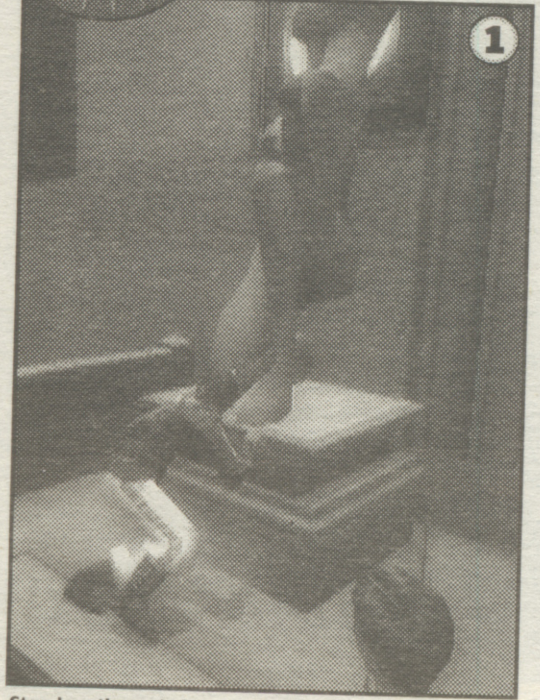


Use it to jump to the next platform. Leap to the ledge outside and do a wall jump to reach the branch. Swing onto the roof



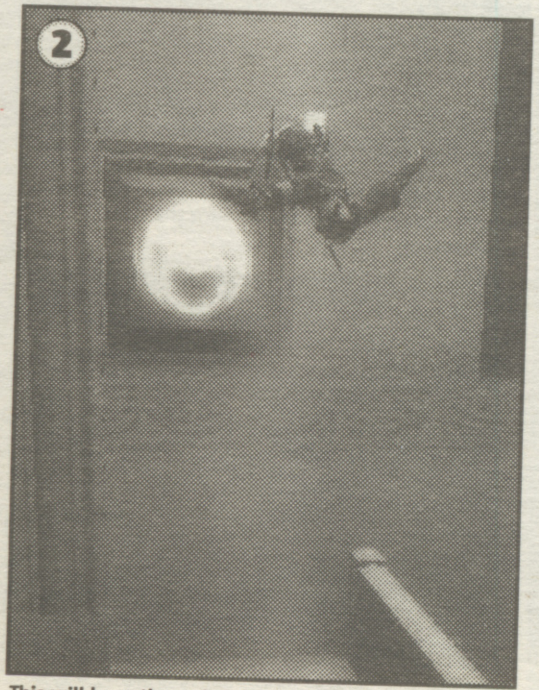
Pull the lever round as far as it goes. Jump to the save point and go left. Drop down onto the poles and vault to the far side. Run up the wall to grab the lever allowing the Princess to climb up

THERE'S SOMETHING GLOWING UP THERE



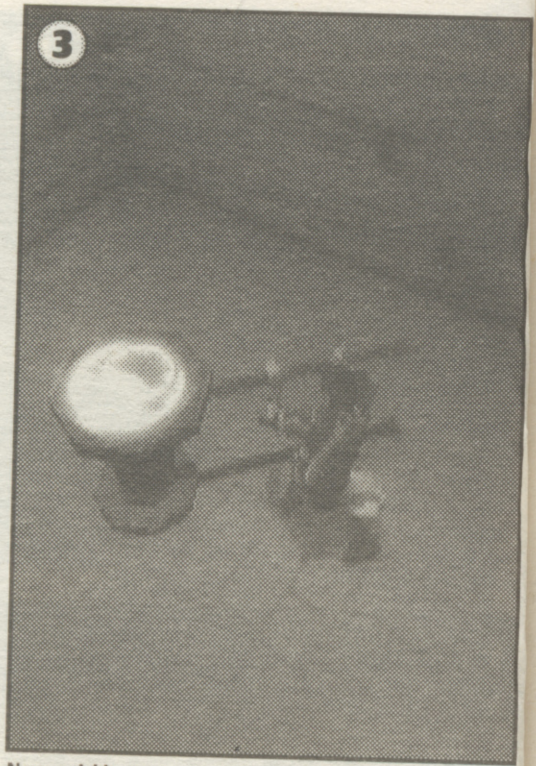
1

Stand on the switch in the shallow pool of water. Now push the statue behind the save point tight against the wall



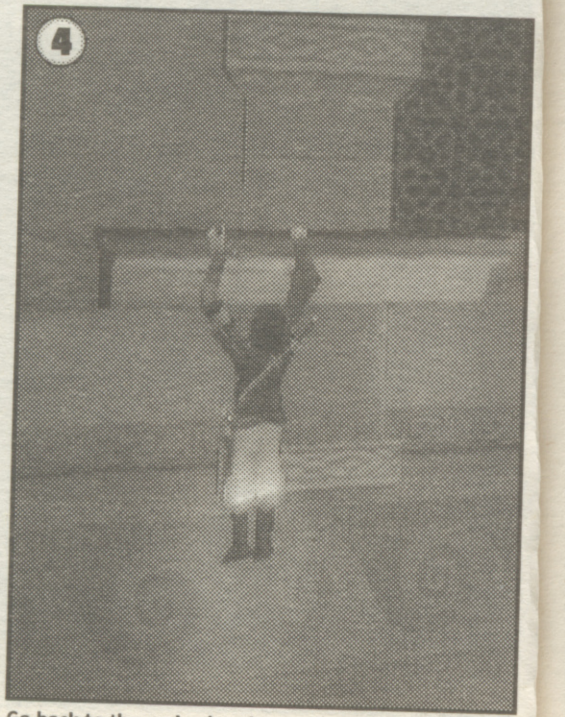
2

This will keep the switch behind it pushed in. Get in front of the second switch to the right and run up the wall to activate it



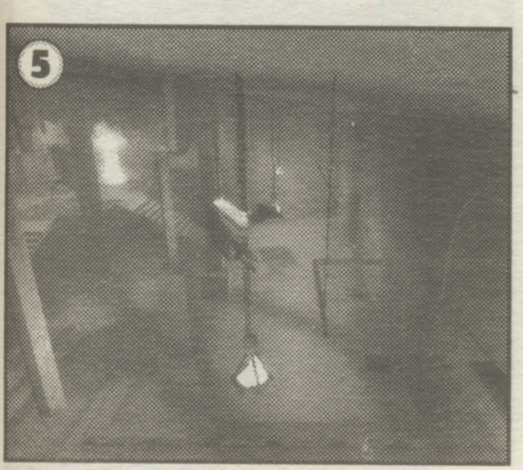
3

Now quickly run to the left, leap over the wall and pass through the gate before it shuts. Once inside push the lever around to drain the water



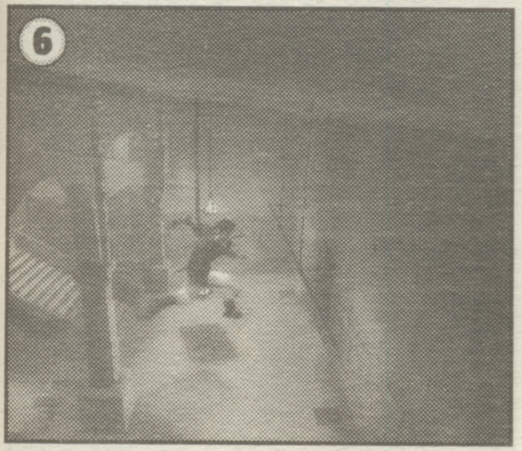
4

Go back to the main chamber and carefully examine the wall on the far right. Run up it and grab hold of the small ledge



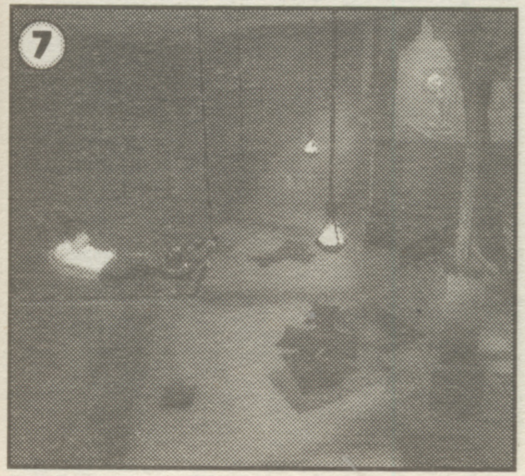
5

Jump off backwards to catch hold of the pole. Swing around and leap onto the half broken pillar sticking down from the ceiling



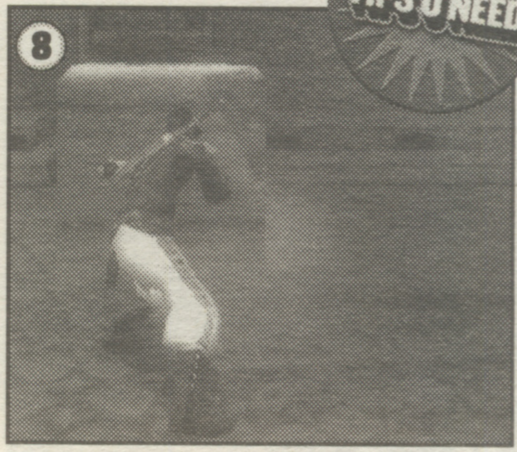
6

Jump to the next pillar then right and onto another pole. Vault to the far end and grab hold of the lever to half open the water gate



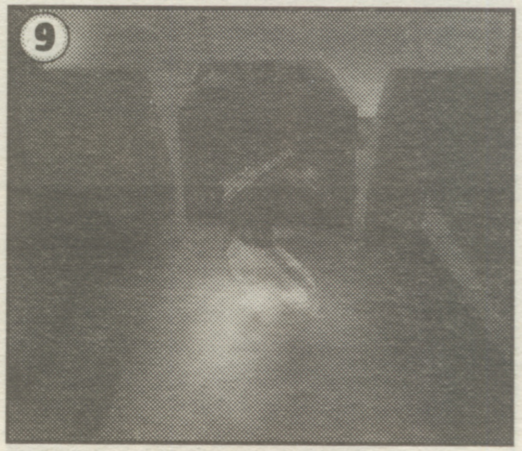
7

Drop down and go to the other side of the room. Run and grab the ledge. Follow the same procedure as before to reach the lever at the far end



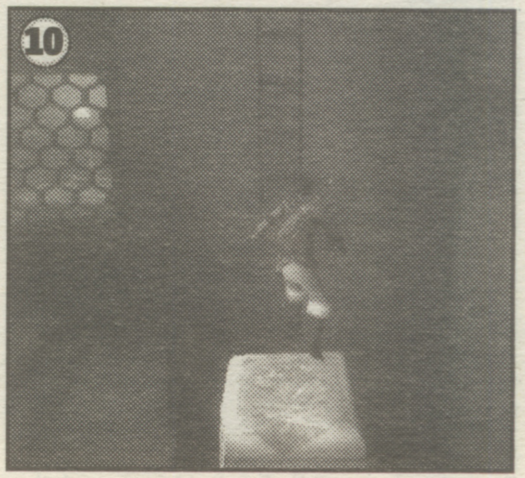
8

Drop down and push the block near the entrance through the water gate you just opened. Now go back to the previous room



9

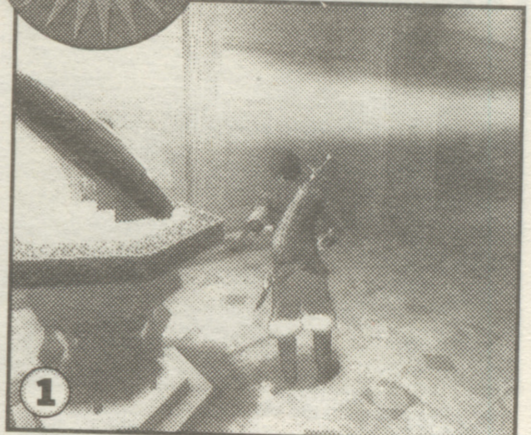
Find the block you pushed through and shove it over the small waterfall. Drag it across and put it under the ladder



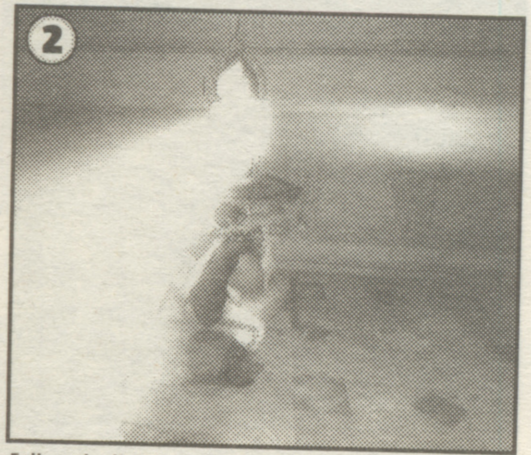
10

Climb up and go through the gap at the top. Now you can follow the route to the next sword upgrade. The new sword allows you to smash through walls

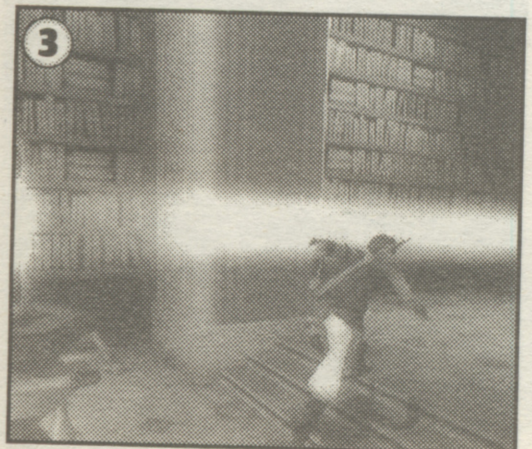
HALL OF MIRRORS


1

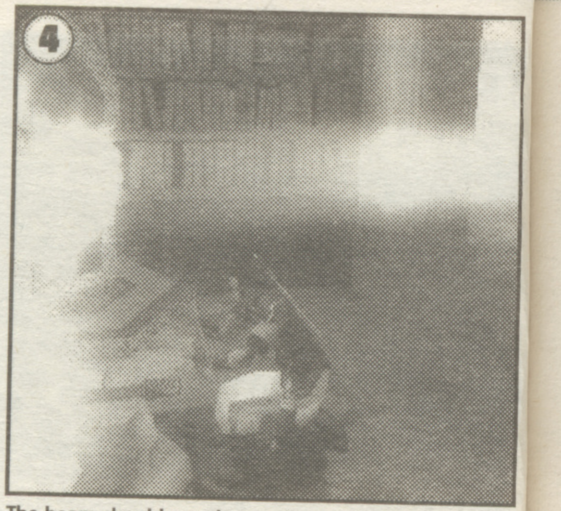
Turn the starting mirror around 180 degrees. Enter the main room and smash open the wall on the left


2

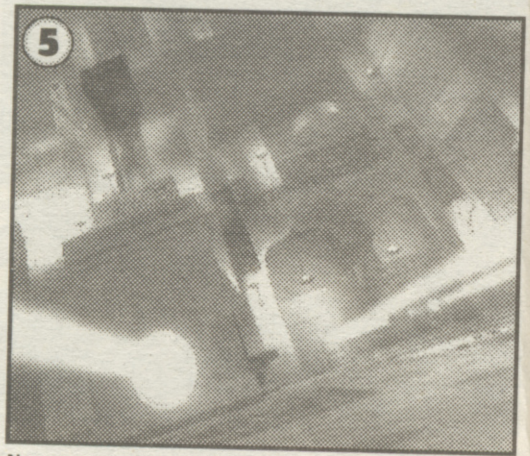
Follow the light beam to the far side and pull the mirror it touches back until your mate crawls into the gap


3

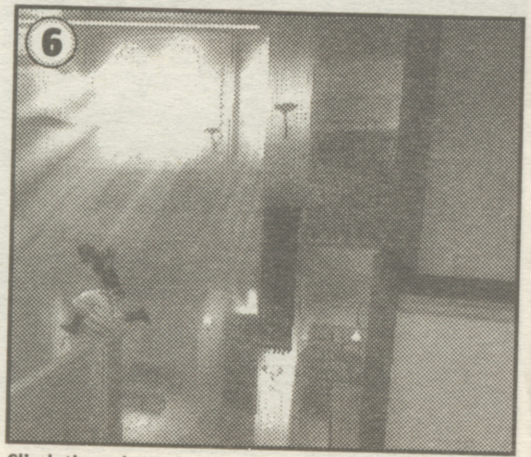
Move the mirror until the light is shining towards the mirror on the right. Move the right mirror towards the left


4

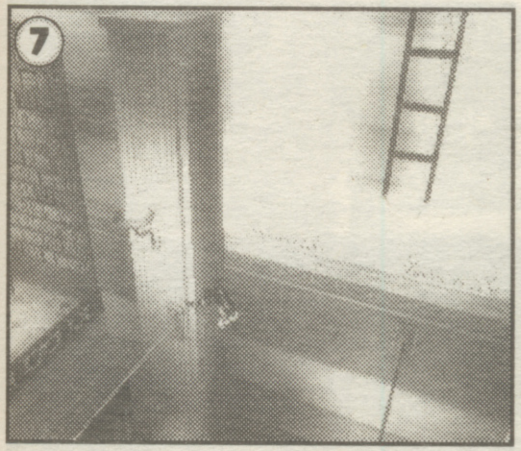
The beam should now be moving back towards the start. Follow the beam and position the nearest mirror to reflect the light through the broken wall


5

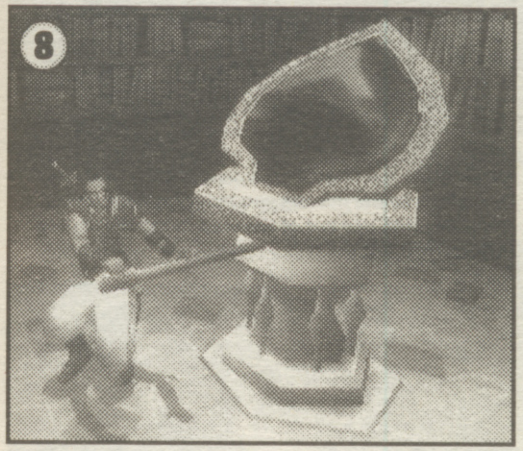
Now you need to pull the mirror behind the broken wall into line with the beam then move it across until the light hits the symbol to raise the column


6

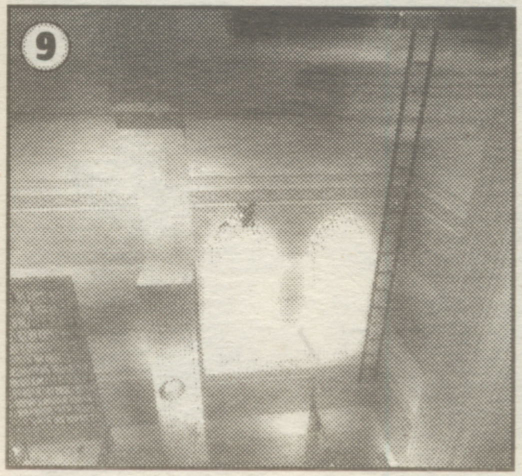
Climb the column in the middle. When you can climb no more you have to leap off backwards and grab the partially ruined arch


7

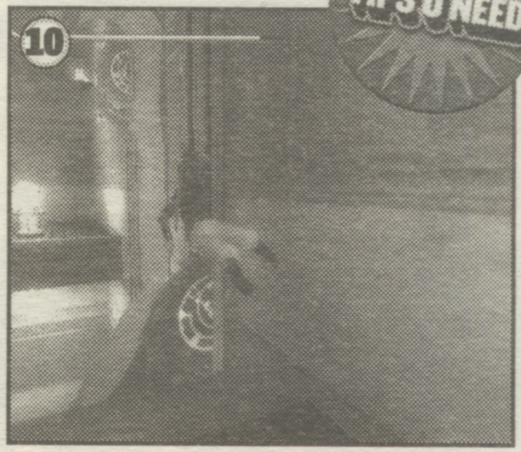
Pull up and leap to the ledge over the door. Run along the wall to the left; use the ledge to reach the swings to vault to the next platform


8

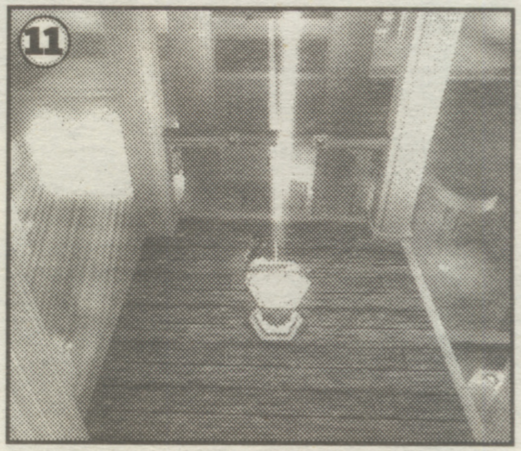
Run up the wall, activate the switch, wall-hop to the top of the bookshelf and sprint across to the right. Turn the unlit mirror so that it faces across the room


9

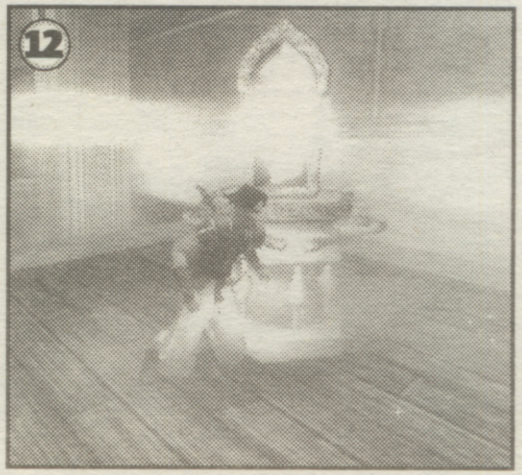
Wall run and jump for the ladder. Climb up; grab the sand then vault off the wall to grab the red beams. Cross over and kill the bats


10

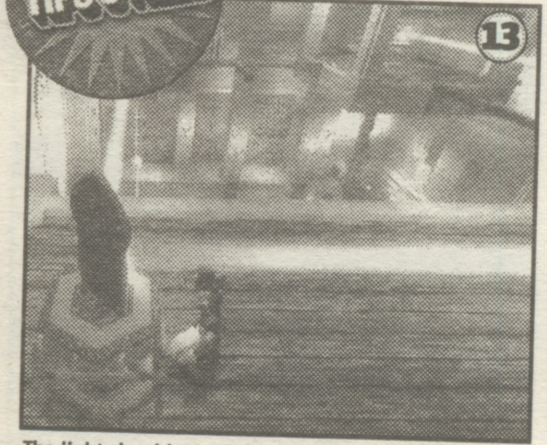
Run across the wall, making sure to avoid the moving saws. Smash the wall at the end and go through to get a health upgrade


11

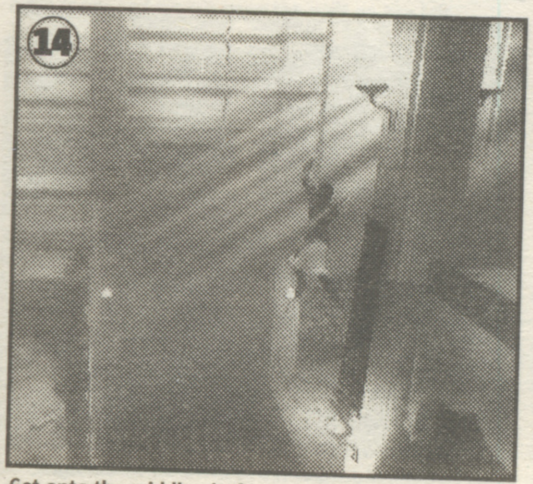
Cross to the middle and turn the mirror to the right. Cross the beams to the right and jump to the platform behind the pillar


12

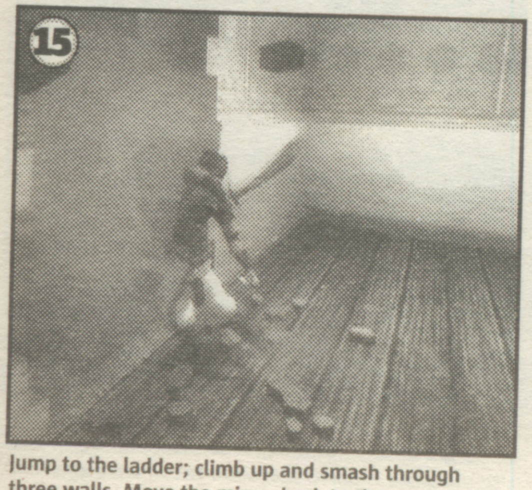
Use the poles to reach the higher set of red beams and cross over to the large platform. Position both mirrors so the light shines into the mirror on the far side



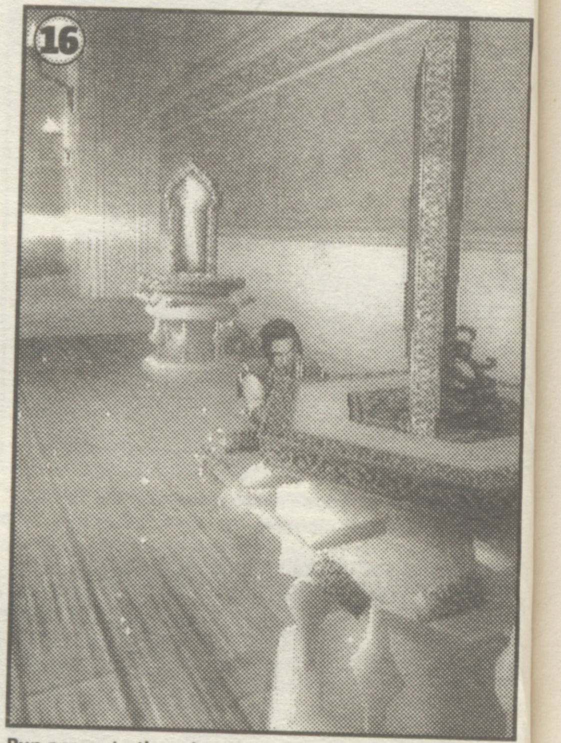
The light should now be shinning on the symbol below. Run across the wall to the left and onto the tiny ledge. Make your way down and across



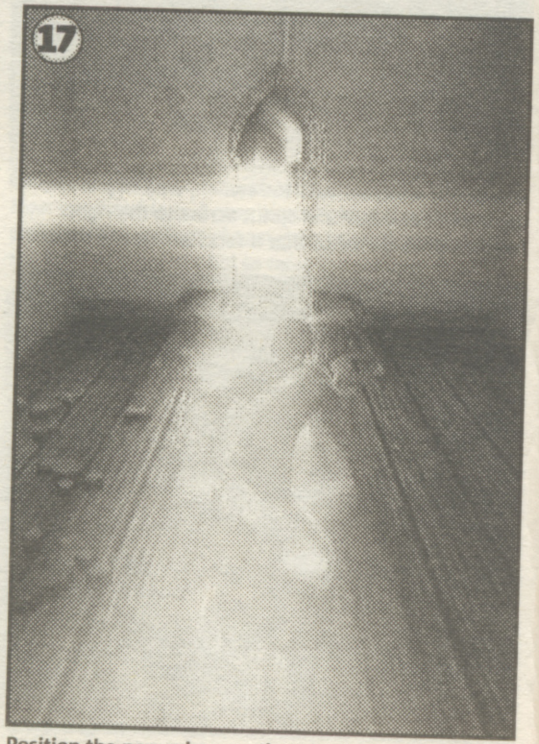
Get onto the middle platform that's sticking into the room and leap onto the chain. Swing across to the broken ledges



Jump to the ladder; climb up and smash through three walls. Move the mirror back to the corner near the ladder going down



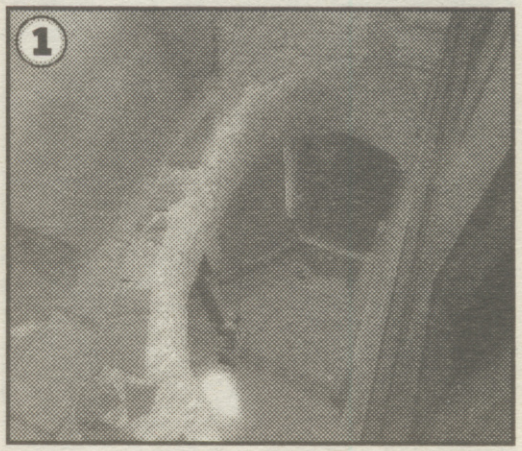
Run across to the mirrors you moved earlier and shove the first one out of the way. Bring the second one over so that the beam catches the new mirror



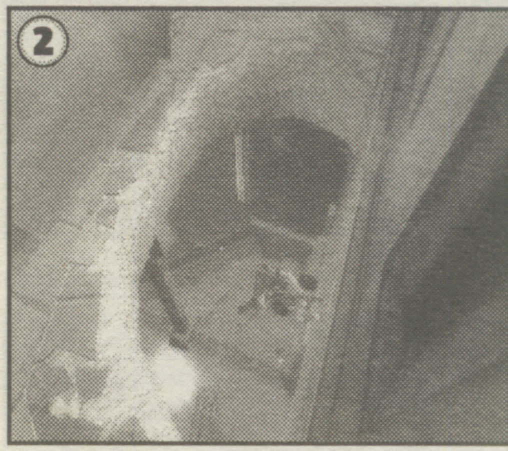
Position the new mirror so that the light catches the final mirror to finally open the gate at the bottom, go down and get the swor

THE MOST IMPORTANT TIP IN THE WORLD

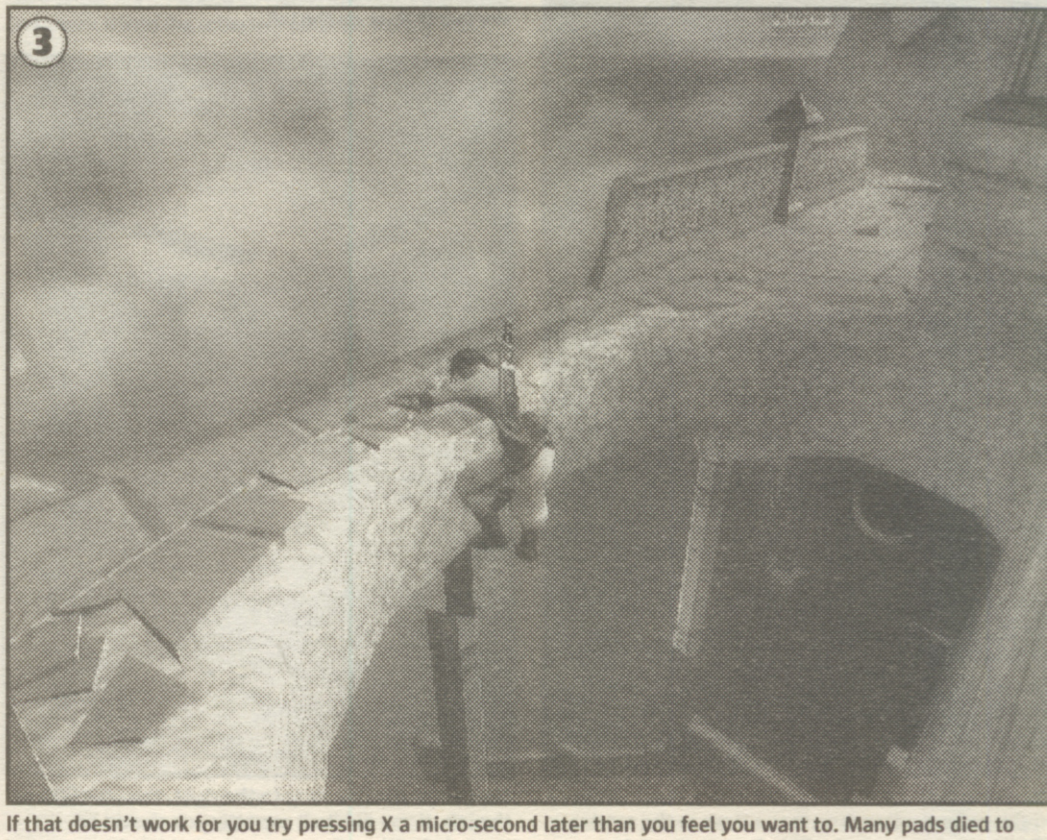
This game forces you to jump off walls all the time. They especially enjoy making you do it over high places where falling off means you die. As you move toward the wall you wish to jump off, every fibre in your being will scream to press X straight away. If you do this then you will fall and die (just wait to the end of the game). Do not trust your instincts because they are WRONG.



The correct way to do it is by pressing down X firmly at the exact moment your feet touch the wall. Are we being clear enough for you?

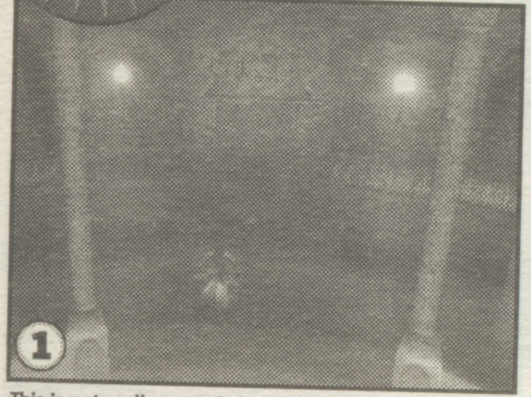


Remember, do not press X when instinct demands. Use your eyes instead and press X when your feet touch the wall, got it?

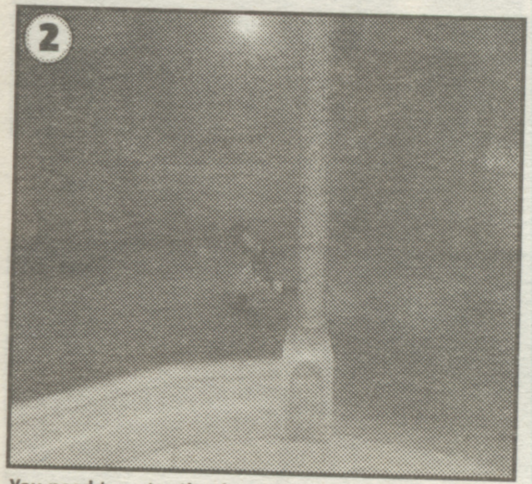


If that doesn't work for you try pressing X a micro-second later than you feel you want to. Many pads died to bring you this info

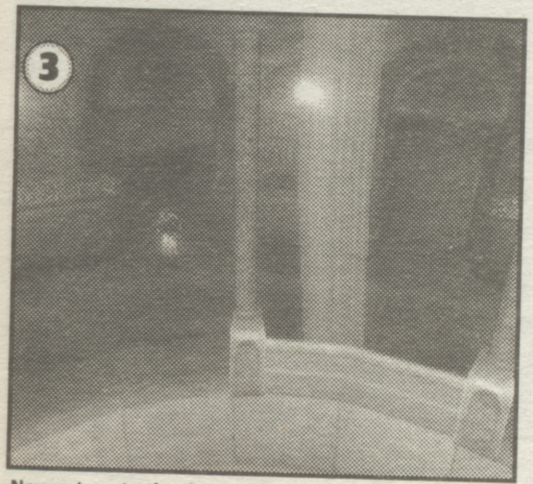
SANCTUARY



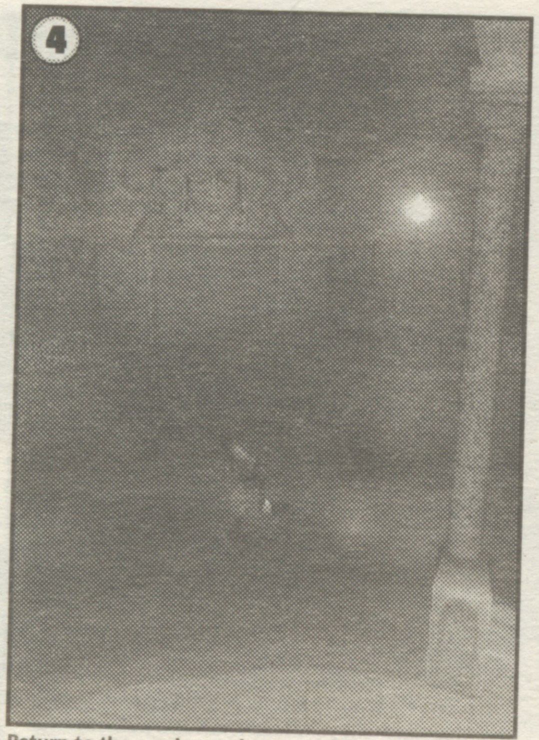
This is not really a puzzle but we got stuck here for a long time. Stand under the door with the carving above



You need to enter the doors in the circle when you hear the splashing. Enter the fourth door



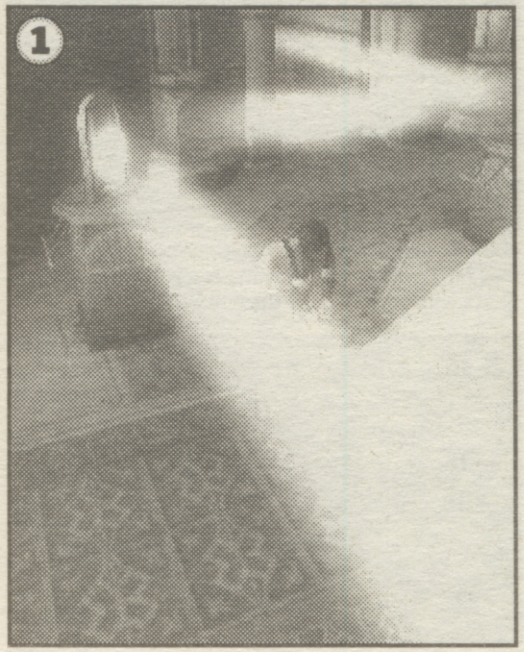
Now return to the door with a carving above. Walk right, enter the first door then return to the carving. This time go through the fifth door on the right



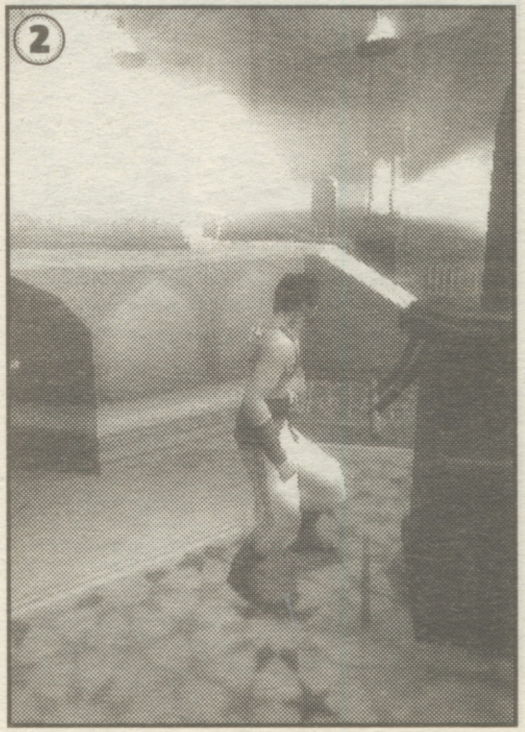
Return to the carving and enter the first door on the left this time, this takes you up to the next level. Take the fourth door on the left

Next enter the first door to the right, then the fifth on the left. If you did it all correctly you should be rewarded with a nice cutscene

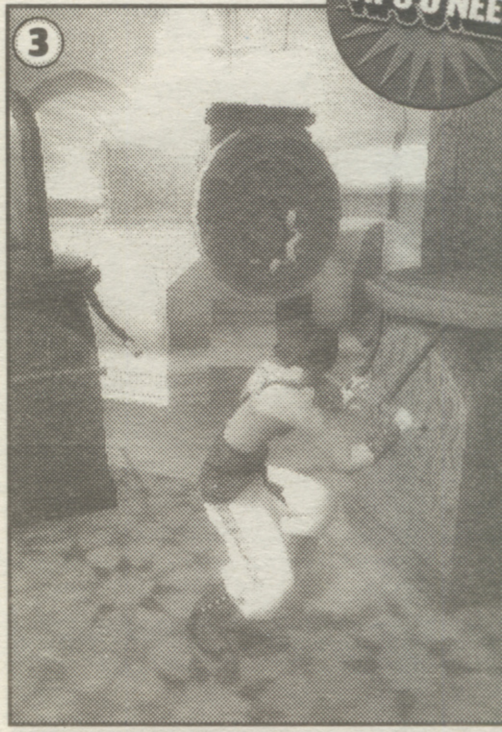
HALL OF MIRRORS 2



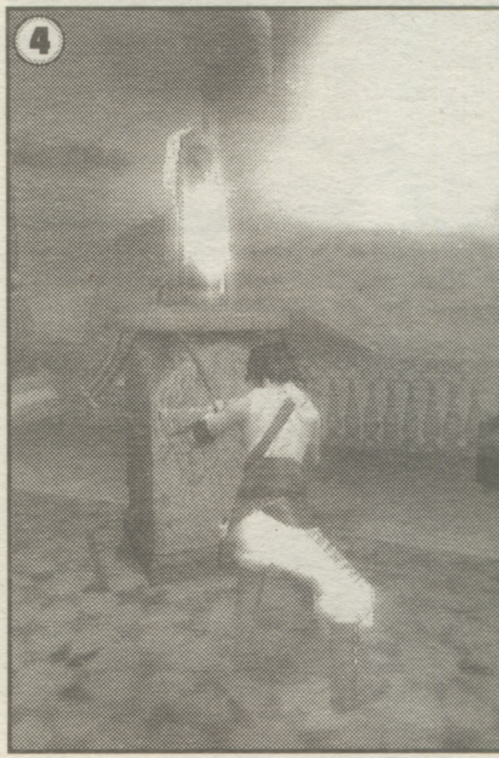
From the doorway move the mirror on the left to the right of the mirror ahead so that it intersects the beam and sends it into the reflective pillar on the far side



The light should now be shining through two pillars on the far side and aimed back in the direction of the door you entered by



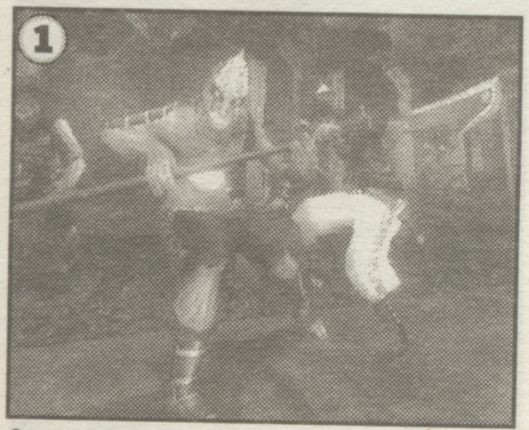
Go round and grab the mirror on the left and pull it s
that it is next to the symbol on the altar



Get the other mirror and pull it into the light so that the beam is directed towards the previous mirror and onto the symbol. Now you can get your sword back

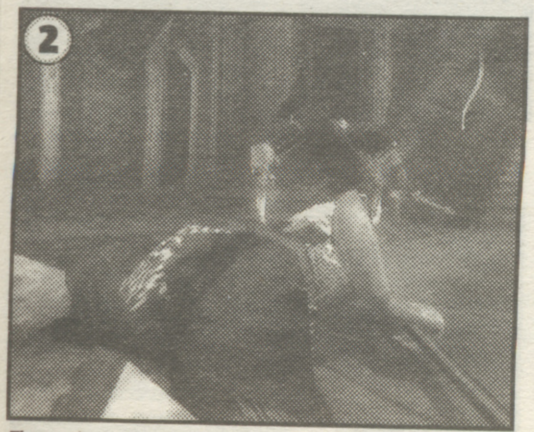
BOSSES

SAND KING



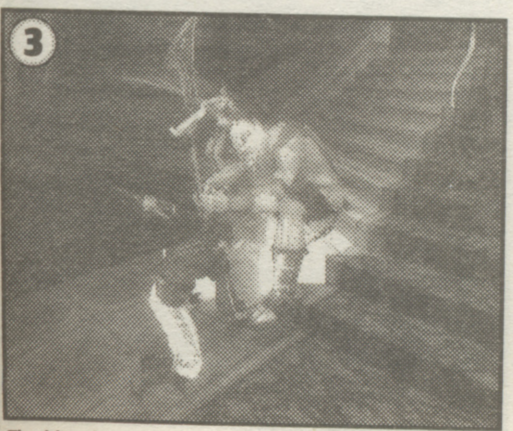
①

Concentrate on the lesser red demons first but make sure you don't get stuck in the middle of the horde



②

The easiest way to kill them is by pressing X to leap over them then hitting Square to knock them over. Stab them with Triangle when they're down

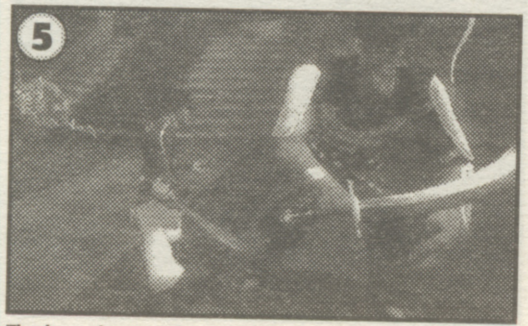


③

The blue demons will block your leap attack so stab at them with the dagger and also attack normally with Square

④

This will either knock them over or freeze them. If they fall down stab them immediately then Freeze attack with Square to cut them in half

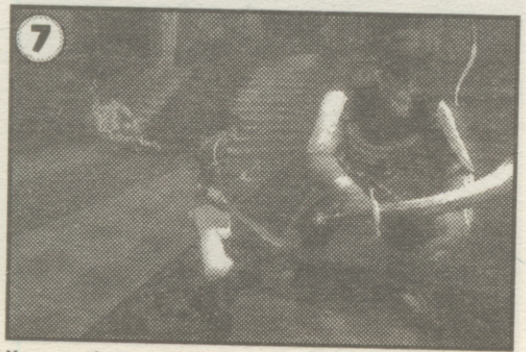


⑤

The boss demon will block nearly everything. Stand *toe to toe and hold down R1 to block his basic attacks*

⑥

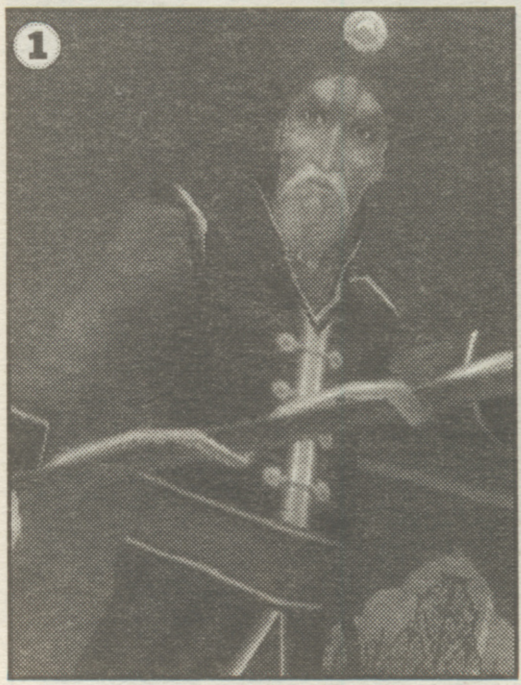
When you see his arm move back to strike very quickly press Square to get an attack in while he is vulnerable



⑦

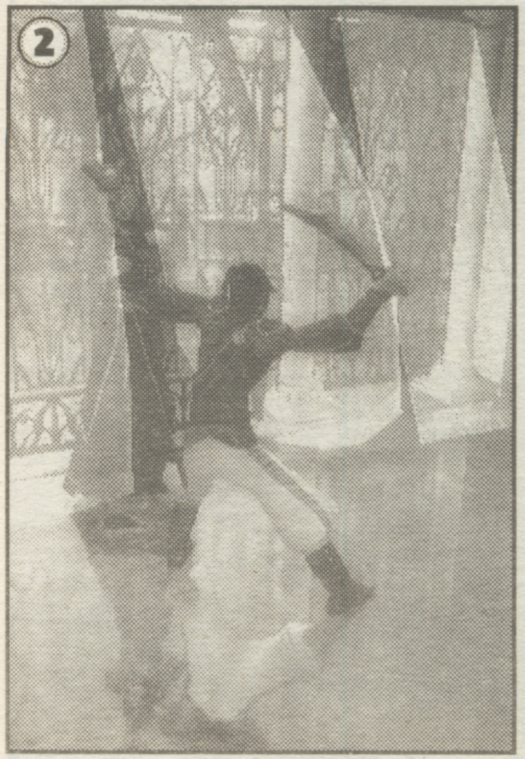
You can also try the leap attack him once he's on his own. Repeat this and use any special moves to knock him over. Stab him to end the fight

THE TRAITOR



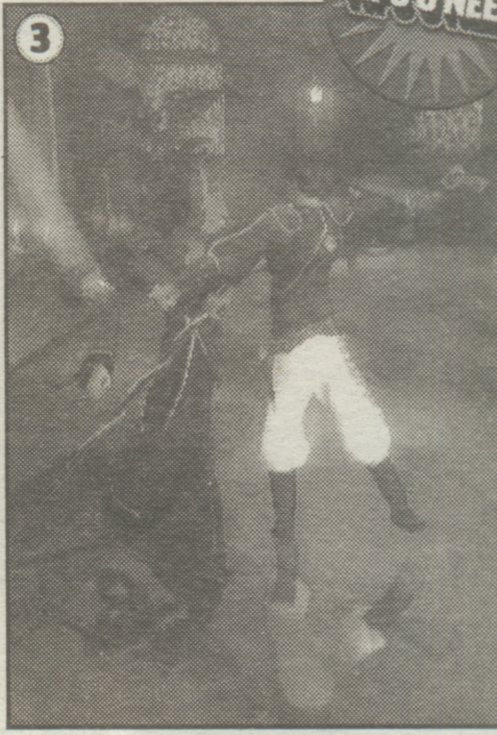
①

The traitor will use magic to produce a body double. You will spend most of your time fighting this



②

However in between fighting the body double if you get an opportunity to attack the traitor then whack him hard

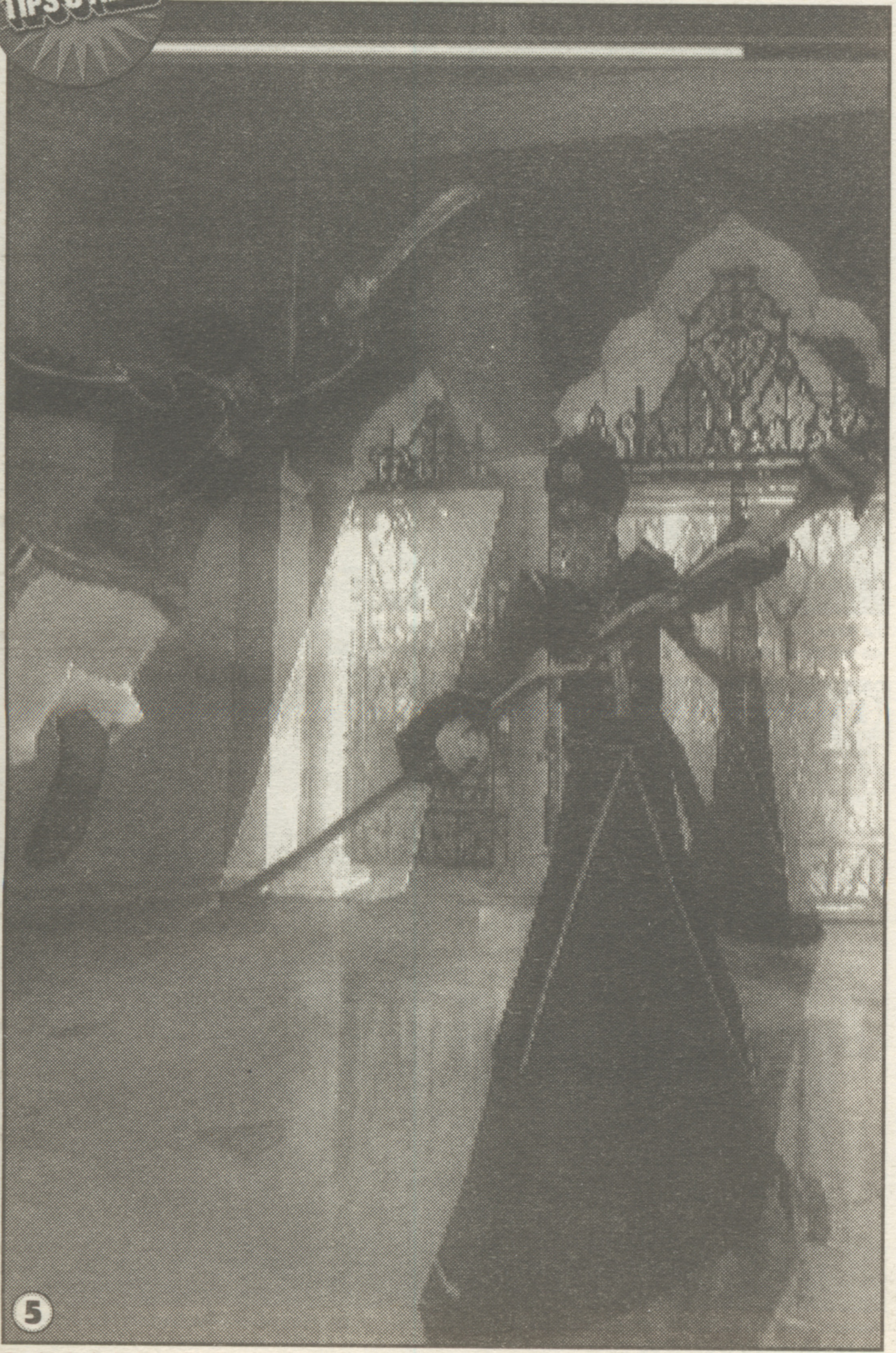


③

The easiest way to beat the double is to do a standar leaping attack. Keep doing this until it disappears

④

When it's gone you have a few seconds to attack the boss. Tap L1 to slow down time so you have longer to attack



5

Another body double will be generated. Kill it and attack the boss again. Repeat this process about four times Sorted!